

CU

AMIGA-64

CONTINENTAL CIRCUS



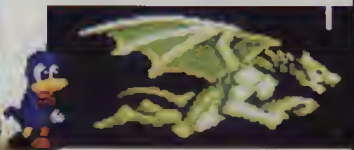
OCTOBER 1988
AMIGA 1-1000000



SHUFFLEPUCK CAFE

MONEYGROUND ARE SOFTCOS
RIPPING YOU OFF?

ALTERED BEAST WIN THE
COIN OP



SHADOW OF THE BEAST



BEASTLY
BUSINESS



BATMAN is a shadow in the darkness, as elusive as a dream. High above the seamy streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city — BATMAN.

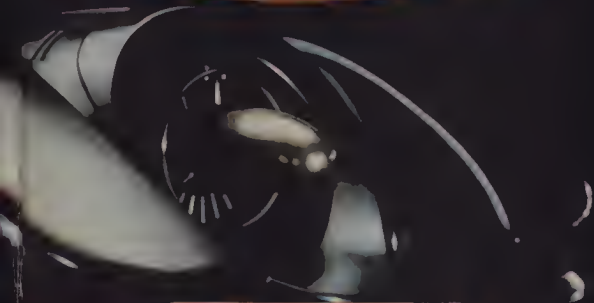


AMSTRAD
£9.99
COMMODORE

SPECTRUM
£9.99
SPECTRUM

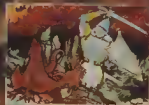
ATARI ST
£19.99
ATARI ST

AMIGA
£24.99
AMIGA



TM & © 1999 DC Comics, Inc.
All Rights Reserved.

KNIGHT FORCE

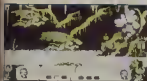


TITUS™

UNIT 4 STAMNETS LAINDON NORTH TRADE CENTRE BASILDON ESSEX SS15 6 DJ - PHONE : (0268) 541 126

1988 TITUS, KNIGHT FORCE, TITUS AND THE TITUS LOGO ARE REGISTERED TRADEMARKS OF TITUS

SPECIALS



20 ALTERED BEAST

Another exclusive review of a great arcade conversion. This time round it's Activision's *Altered Beast* and we're giving you the chance to win the original coin-op.

80 PLAY TO WIN

Up to a mighty twelve pages this month. Tips for *Onimusha* and hints and maps for *Sleeping God's Lie* and the Amiga version of *Barbarian II*.

96 THE MONEYGROUND

How much should you pay for a piece of software? What are the costs involved in producing one and who is paying for it? Are you really getting value for money?



REGULARS

- 6 BUZZ
- 14 DEMOS
- 17 CHARTS
- 66 CHEAPOPS
- 68 UPDATE
- 72 ADVENTURE
- 79 LETTERS
- 104 ARCADES
- 108 TOMMY'S TIPS
- 112 OUTER LIMITS

OCTOBER

CONTENTS

Continental Circus



Dynamic Duo



Shadow of the Beast



REVIEWS



- 20 ALTERED BEAST
- 27 CONTINENTAL CIRCUS
- 29 LANCASTER
- 31 TURBO
- 32 IRON LORD
- 37 BUFFALO BILL
- 39 SNUFFLE PUCK CAFE
- 40 XENON II
- 43 BATTLE VALLEY
- 45 ACTION FIGHTER
- 47 DYNAMITE DUX
- 49 GREAT COURTS
- 50 APB
- 52 BLOODWYCH
- 55 TUSKER
- 56 KINGDOMS OF ENGLAND
- 58 SHADOW OF THE BEAST
- 62 FIREPOWER



Editor — Mike Pettenden, Deputy Editor — Steve James, Staff Writer — Mark Peterson, Art Editor — Elaine Blagov, Art Assistant — Orendel Bruns, Advertising Manager — Tom Gower, Classified/Copy Control — Emma Ward, Publisher — Gary Penbridge, Editorial/Advertising — 01-251 6222

Distribution — EMAP Frontline Limited, Park House, 117 Park Road, Peterborough PE1 2TR Tel 0723 555141, Back Issues — PO Box 599, Letchworth, SG9 9AA, Subscriptions — PO Box 508, Letchworth SG9 9AA Tel 0800 618116 Annual Subs (UK) £17.95, Europe — £20, World — £30 Registered Office: Priory Court, 38-32 Farmington Lane, London EC1R 3AU 054 6390 721X

72,882
July Dec 1988

ABC
Member of the Audit
Bureau of Circulation

B U Z

OUT FOR THE COUNT



Alternative Software have just scored a major coup by signing up the rights to that incredibly popular small-screen star, Count Duckula. Duckula, as his many fans will already know, is a vegetarian vampire as a consequence of his be-singed nanny putting tomato ketchup instead of blood into his veins at his creation. To the intense annoyance of Igor, his sadistic manservant, our web-footed hero has no interest in drinking maiden's blood, being far happier chomping a broccoli sandwich. The TV cartoon series has enormous cult appeal with such luminaries as David Jason (better known as Del Boy in 'Only Fools And Horses') and Ruby Wax supplying the characters' voices. *Count Duckula* is due for release to coincide with the start of the TV show this autumn.

Meanwhile, Alternative have announced the imminent release of a sequel to their enormously popular *Postman Pat*, plus the release of an Amiga version of the original *Postman Pat*. This brace of cutes will be with us within the month.

SNOOPIN AROUND

The Edge follow up their successes with *Garfield* with the announcement of the impending release of another major licence featuring a famous family pet. This time the lucky beast is that most philosophical of beagles, Snoopy *Peanuts* 1; *Snoopy And The Case Of The Lost Blanket* casts our hero in the role of a detective searching for Linus' missing blanket. Described by The Edge as "essentially a graphic adventure" *Peanuts* 1 will feature all those lovable Schulz characters, and should be hitting the streets within the month.



BACK TO THIS

Word reaches us that the forthcoming — and eagerly awaited — sequel to the smash film "Back To The Future" looks set for conversion. The original film was converted by Activision. In fact negotiations are taking place for the exclusive rights to both *Back To The Future II* and *Back To The Future III*. This situation has arisen because the two films are actually being made "back to back" because of pressure on star Michael J. Fox's diary for the next couple of years. While the films are currently still in production, and plot details are scarce, it's understood that *BTTF II* starts where the original left off, and takes our heroes' adventures in the future. The films will be released for Christmas and next summer respectively and it is thought that the licensed game will be timed to tie in with the release schedule.





US GOLD RUN

US Gold have announced their belated entry into what is fast becoming known as The Great Christmas Car Rally with their acquisition of the licence to Outrun's recently released coin-op sequel *Outrun Turbo*. Although US Gold managed to contound the sceptics by shifting their critically-slammed conversion of *Outrun* in huge quantities two Christmases ago, it is doubtful whether they will have such an easy task this time around, with four other major driving sim releases scheduled by rival companies for the hnsel season. Ocean's *Chase HQ*, Activision's *Power Drift* and Domark's *Hard Drivin'* will all be aiming to capitalise upon the strong names of their respective parent coin-ops and there are also excellent reports concerning Microsoft's forthcoming originally created driving sim, *Vette*. Nevertheless a US Gold spokesman said that they're confident that *Turbo Outrun* will hold its own.

FUTURE WARS

Created by French programmer Paul Culassat after three years hard work, *Cinematique* is, we are told, "a system that uses the adventure style within an animated game", and sets out to take the type-in out of adventures. Will it work? With you very shortly the first *Cinematique* game *Future Wars* is released by Delphine, through palace Software. The plot, quite intriguingly, features a plan by an evil alien race to travel back in time from the 43rd century to sabotage earth's SDI-style defence system before it's actually been completed. *Future Wars* has already attracted rave reviews in its motherland, so this looks like a space to be watched.



MOONWALKER

MJ has to find eight pieces of bunny rabbit suit. But this is only part of it — and Michael does manage a few more macho scenes before the game is completed. There are four levels of action involving MJ hepping on a motor bike, a super fast racing car, and finally a space ship to do battle with the giant laser is the game climax — all based closely on the film.

Amiga owners are treated to several interlude levels showing animated graphics of — amongst others — the famous shuffling-foot "moon walk" dance, as digitised tracks from the album leen out on the Amiga. The C64 won't have these frills but the game play is the same. Watch out for it in your local shop ahead around late Octoberish.



BOMBER

Specular is the best word to describe Vektor Graphics' *Bomber*. Featuring some of the most detailed, fast solid vectors yet seen on the Amiga (and round wheels on all the aircraft instead of polygon blades), a large variety of planes to choose from ranging from a Tornado to a Sam Vigger, *Bomber* promises to be one of the most comprehensive simulators ever. Every angle has been covered during its twelve months of programming. Full airforce bases including hangars, mid air refueling and a mission-design facility enabling you to set some pretty tough runs for your mates.

Vektor Graphics call this the "best simulation ever" and who knows they could be right.



THE STAR WARS® *Trilogy*

3 Games in
1 Mega Value
Pack

- * 3 Screen Saver blockbusters!
- * 3 Coin-op Classics!
- * 3 Chart-topping software hits!
- * And now one great Compilation Pack

Available on Atari ST, Amiga, Amstrad cassette, Amstrad disc,
Commodore 64 cassette and disc, Spectrum +3, Spectrum 48/28

B U Z Z

STRYX

Unusually in an industry which spends an inordinate amount of time using words like "mega", "huge" and "gigantic", the *Stryx* press release concentrates on the fact that the characters in this eight-way scrolling strategy 'n' arcade romp are smaller, more perfectly formed and brilliantly animated than, say, *Barbarian* and other games of this ilk. All of which allows maximum playfield without sacrificing detail and definition. The game itself pits the anonymous warrior hero in a fight to the death against cyborgs hellbent on destroying their human masters. Due out any second now.



FIGHTING SOCCER



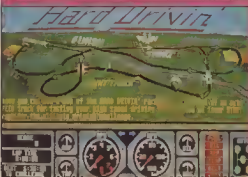
Slow burner in the arcades, *Fighting Soccer* crept into the pleasure domes with hardly a whisper, not its addictive view-from-above footie thrillsomeness helped it outlast many much flashier coin-op competitors. Now Activision has signed up the SNK original, and come the twinkling of an eye you'll be able to dribble away to your heart's content in the privacy of your home. All the thrills and spills of the real thing without the rain, sweat and football hooligans.

LAASIAN PLAGUE

Lovers of *Doze* will be thrilled to the very core of their beings to hear that *Dragonware* are currently beavering away to bring y'all an even more devastatingly addictive slice of rune-ism. The enigmatically-entitled *Laasian Plague* boasts a vocabulary of over 2,000 words, roleplaying elements, a world full of characters living lives completely independent of yourself, fish-eating monsters, swampwitches, monks, sorcerers and, naturally dragons. For adventurous folk everywhere, *Laasian Plague* should be with us this coming Spring.



HARD DRIVIN'



Alan's *Hard Drivin'* is as its name implies, no glorified doddge. Possibly the most seriously realistic driving simulation to appear yet in the arcades, *Hard Drivin'* requires true skill, judgement and reactions if one is to avoid embarrassing prangs. There are manual and gear shift options, stunt tracks and speed tracks to cope with as well as the ultimate test, the race against the Phantom Photon. If Domark succeed in getting *Hard Drivin'*'s vector graphic realism onto the home machine without compromising on speed and responsiveness, this really will be one to save up for.

B U Z Z

COP OUT SOON

Eddie Murphy will soon be starring on your home computer screen, courtesy of those canny Northerners at Tynesoft who've just signed up the rights to the hysterically funny Beverly Hills Cop. Axel Foley won't be wisecracking and badassing his way through the wonderful world of software until next year, according to a Tynesoft spokesperson. Further details as soon as they come into our hot little hands.



VIRGIN SILVER

With the world still reverberating with abetted hyuck hyucks at the news of Virgin's signing up of Viz, news reaches us of two more comic conversion plans by the Branson Machine. These are of a slightly more digitized nature, however. *Dan Dare III* will be the third Dan Dare

game Virgin have released, and they have also just announced their intention of bringing us a computer incarnation of that old DC Comics hero Silver Surfer. Both these courageous, handsome and not even slightly Viz-ish characters will be beaming into your local softshop towards the turn of the year.



RETURN OF THE VAMP

Queen of horror and close trend of Mark Patterson, Elvira, makes her return to the computer screen with Horrosoft's latest, *Elvira, Mistress of The Dark*. This icon driven arcade adventure sees you as a freelance ghostbuster, given the task of ridng Elvira's castle of the ghosts of her long dead ancestor. Sounds like fun. Possibly the most impressive



ACCOLADE'S ANGELS

Flight sim enthusiasts will be thrilled skinny to hear that Accolade have signed up the United States Navy's famous aerobatics team, the Blue Angels. The game will enable you to perform many of the same manoeuvres as the Angels themselves perform. But first you'll have to complete a progressive training sequence learning such stunts as the double lock-over roll, the knife edge and the eight-point roll, plus of course gaining experience in close formation flying. Eventually you get to perform your stunts at airshows. You'll be able to view your plane's movements from both inside and outside your F/A-18 Hornet's cockpit, and there's even the opportunity to watch the proceedings from the grandstand on the ground. The Blue Angels is due for release on Accolade, through The Sales Curve within the next month, and is not recommended for those prone to a fear of G force sickness.

GHOSTBUSTERS II

Once upon a time home computer buffs could expect a leisurely delay between a film's release and the appearance of a licensed game on the softshop shelves. These days are long gone, and the licensing man from the big software company is now as familiar a figure on a big movie set as, say, the gaffer. Latest silver screen biggie to be snapped up before release is (in long-awaited sequel to *Ghostbusters*), and the party party are Activision, whose conversion is scheduled for simultaneous release with its parent movie this coming yule. And with 'Ghostbusters II' (the movie) packing them to to record numbers statewide no doubt its home computer baby will be receiving the big push.



NECRONOM



These ambitious folk over the waves to Lind are about to launch what they humbly suggest will be a particularly mega about 'em up for the Amiga (well, they would, wouldn't they?). *Necronom*'s 30 levels are crammed with some 300 different items, and plenty of extra weapons and power-ups to deal with them. The levels are arranged in a "grid", leaving the player to choose which path through the game he wishes to follow, thereby securing high play-again appeal. *Necronom* is speeding towards you as we type.

T.V. SPORTS BASKETBALL

thing about the game is its soundtrack. Fully four channel, it's merely a computer version of a specially written soundtrack, by none other than Jezz Woodroffe (ex-Black Sabbath and Robert Plant band). Now, this might not seem amazing, but what is clever, is that the game also runs a MIDI soundtrack, which, if you have a Roland CM32 or equivalent, you can run the soundtrack through. Horroroff are so pleased with the track that they hope to lengthen it and create an album version. (Like *Infogrammes* release of *Passengers on The Wind*). More gore as it hits us.

TV Sports Basketball sees cinemaware plunging headlong into the murky pool of the sports sim (only their second dip, their first being *TV Sports Football*) and, by all accounts, negotiating those hazardous waters with ease. *TVSB* features five distinct players on each team, each with their own shooting skills, speed and even looks, temperate, variable speed, instant replays, substitutions and just about everything else you'd expect to find in the real thing. *TVSB* will be released just in time for Christmas on Amiga, but G4 owners will have to wait until Spring.



B U Z



NINJA MISSION

Seen to be released by Virgin Mastertronic, *Ninja Warrior* looks set to be set only the most accurate arcade conversion yet, but also one of the greatest Amiga programming achievements to date.

Originally set over a three screen area, just like *Darius*, *Ninja Warrior* sets you, and a friend, against the evil forces of the sinister Banger. Not only do you have to fight his mutated henchmen, you also have to deal with the likes of police and maggers. Who are you to gain such attention? You are a reclusive Ninja, armed only with two knives and a short supply of Shuriken (throwing stars).

All programming is by Ron-Jon Adams, the same people who brought you the incredible *Silverburn*, and from what we've seen, this looks set to knock *Silverburn* into a cocked hat. For a start, the top and bottom of the screen have been taken away to make the playing area long and narrow, to capture the look of the tri-screen arcade version.

Accuracy is the strongest description that you could possibly use, just listen to this. Every frame of animation from the coin up fee



been used. Every single piece of backdrop has been copied EXACTLY, and when you think that each backdrop is huge and doesn't repeat (so less than 1.5 megabytes on background alone), that's quite a lot of graphic memory being taken up.

So how do they conserve memory? By using a revolutionary new disk loading technique. As you play through the game, new sections of background are being constantly loaded in, to replace the old background that won't be used again. The same goes for the bad guys. There are one or two bad guys who stay in the game constantly, such as the mugger with the knife or the cop with the gun, these are al-

ways in memory. Because each sprite has so many frames of animation, this is most of the graphic memory taken up, so any other bad guys that appear are loaded up from disk. Once fought, that certain area of graphics memory is cleared, waiting to be filled by the next enemy.

It all sounds very complicated, and the programmers state that it's the hardest thing they've ever had to do, but after seeing a two level demo, Buzz can quite definitely say it was worth the effort. The disk access hasn't even begun to slow the game down at any point, and the actual game itself is breathtaking. One to look out for. More news as we get it.





CHAMBERS OF

SHAOLIN



Chambers of Shaolin is an exceptional 1-2 player Martial Arts Game featuring stunning graphics, special sound effects and full player participation.

To win THE FINAL COMBAT LEVELS requires commitment, hard work and dedication. Only the most intensive training will enable you to defeat your enemies. You are formidable and already have an awesome range of skills. One weakness means DEFEAT.

How do you survive THE FINAL COMBAT?

©1989 Grandslam Entertainment Ltd.
Grandslam House
36 Leslie Park Road
Croydon
Surrey CRO 6TP
Tel. 01 - 655 3494


GRANDSLAM

AVAILABLE ON:

ATARI ST £19.99
AMIGA £24.99
COMMODORE C64 CASSETTE £9.99
C64 DISC £14.99

SPACE ACE

If you never saw *Space Ace* in the arcades, and it was pretty rare, then you won't know that it's the follow up to Don Bluth's *Dragon's Lair*. Based around the same Laserdisk technology, *Space Ace* pits you as a futuristic warrior, righting wrong and attempting to rescue the lovely Kimberly from the evil Commander Zort.

David Foster has headed the development team, co-



ordinating the efforts of Jeron Frettes, the graphics and Amiga artist, and Simon Douglas the programmer. Simon, who was the creator of *A-Max*, has brought his technical know-how to the project, writing the game for four different formats. Hugh Macleod, although new to the Amiga, has touched up the backgrounds and generally seems to have gone wild with the 16



DR DOOM'S REVENGE



a friend, you can introduce Captain America, star of screen and comic and forever in pursuit of truth, justice and a star spangled shield.

Spiderman has always been the great whinger among superheroes (in one episode of the Marvel originals, Spidey comes home after a long day's villain bashing only to soak his poor, tired feet in a mustard bath). But, of course, he's always equipped for skirmish with an awesome mix of weaponry and fisticuffs,



And another one from *Empire*. Fans of Spidey will no doubt be in ecstasy over this one. Follow our fallible hero through over 30 arcade sequences in his battle with Dr Doom through the pages of a Marvel comic book. Why would you ever want to do battle with Dr Doom? Because he's stolen a nuclear missile from the US government and has threatened to detonate it over NY city!

And if you don't fancy taking control of Spiderman, or if you decide to team up with



DEMOS

Cripes! One moment a huge influx of raw talent on the Demos scene, the next month buggier all. Come on, you're not going to let all the big names get all the credit are you? Send your demos to the usual address marked demos, of course. Still look what we've made space for — two Buzz previews of some mighty looking games in a picture story style!

Loada fantasy-style demos this month. This has a yucky pic of Sabrina and a sampled remix of Boys, Boys, Boys. Available from Wicked PD.



Space Bubbles is a strange title for this piece of macho airbrush-style artwork by Boris Vallejo. This particular disk has five demos and is the third volume in his series.



More metal images with Follow The Sign by Halloween. It has fantasy airbrush' (again), plus sampled HM music. On two disks, you can get your mits on this courtesy of Virus Free PD, 23 Elborough Road, Morden, Surbiton, Wills, BN2 21S.



key sequences from the original (written on laser disk) and then digitising them.

It looks like it's going to be much more of a game than *DL*. For a start there are more screens to play. Also the graphics are better defined, with all the cartoon quality you would expect from a Blath production.

Space Ace will be available 'soon' and will run, get this, on ALL AMIGAST including unexpanded A500s. Priced at £44.95 it comes on six disks. Watch out for it on the Empire label.



colours available to him. Jorge Freitas and Hugh Macleod have pooled their efforts to bring you some utterly diabolical animation, to which these early screens bear witness. *Space Ace* has been converted by selecting



In *Dr Doom's Revenge* the Cap'n has his red, white and blue shield which he can block blows and use to clobber neuters. The indications are that the cap'n's fight moves will be swift and varied, so the best 'em up elements should be good.

The game will also feature some splendidly titled villains — there's the Doctor, plus Boomerang, Machete, Rhino-Man, Batroc and the nefarious Electro.

The game has gone down a storm on the other side of the pond. There'll be exclusive reviews of both *Dr Doom's Revenge* and *Space Ace* in next month's CU.

SUPER WONDER BOY

Wonderboy is back! This time as an adventurous adolescent who must play the heroic fire-breathing MEKA dragon before peace can return to Wonderland. Tom Teen takes on the most malicious monsters ever known. Evil arachnids, vicious vampire bats, mad madmen and screaming skeletons to name just a few. Collected treasures along the way to strengthen and protect yourself. Revival potions to perk up life levels, whirlwinds for long range battles and winged boots to fly.

There lies ahead the greatest challenge - a nightmarish adventure of the force of good against evil, as once more the peace-loving people of Wonderland turn to SUPER WONDERBOY to free them from the grasp of MEKA and his murderous monsters!!

The future of WONDERLAND is now in your hands!



JOHN D. SCARLETT PHOTO SHOW

ACTIVISION

SEGA

SUPER WONDERBOY™ and SEGA are trademarks of SEGA ENTERPRISES LTD. This game has been manufactured under license from Sega Enterprises Ltd. Japan. © SEGA/Activision 1987.

Manufactured and Distributed by Activision (UK) Ltd.

Mail Order: Postprime Ltd, Naxos Enterprise Centre, Farnham Road, Northampton NN2 6EW. Tel 0604 791771 (Discs reference ACT 1) Consumer Enquiries/Technical Support: Tel 0724 21900.

ARTS

REVIEWERS CHOICE

Mark Patterson: *Turbo, against Tony*, (Amiga), *Sim City* (Amiga), *Wasteland*, *sBlitz* (Amiga).
 Tony Dillon: *Turbo, against Mark* (Amiga), *Action Fighter* (Amiga), *Kick Off* (Amiga).
 Steve James: *Xenon 2* (Amiga), *Shadow of the Beast* (Amiga), *New Zealand Story* (Amiga).
 Mike Pattenden: *Xenon 2* (Amiga), *Kick Off* (Amiga), *Altered Beast* (Amiga).

ADVENTURE CHART

TM		
1	BARO'S TALE	ELECTRONIC ARTS
2	WAR IN MIDDLE EARTH	MELBOURNE HOUSE
3	WEREWOLF OF LONDON	MASTERTRONIC
4	REBEL PLANET	AD SOFT/IN GOLD
5	CURES OF AZURE BONDS	US GOLD
6	COLOUR OF MAGIC	LEVEL II
7	HILLSFAR	US GOLD
8	PRICE OF MAGIC	LEVEL II
9	KILLED UNTIL DEAD	US GOLD
10	GUEST FOR THE GOLDEN EGG CUP	GRAND SLAM

MORE GREAT UNLICENSED FILMS

- 1) Kentucky Fried Movie
- 2) The Blue Lamp
- 3) Seven Brides for Seven Brothers
- 4) A Flatul of Dollars
- 5) The Last Days of Sodom and Gomorrah
- 6) The Blue Lagoon
- 7) All Quiet on the Western Front
- 8) The Birds
- 9) Eraserhead
- 10) Paint Your Wagon

AMIGA CHART

TM	LN		
1	7	NEW ZEALAND STORY	OCEAN
2	NE	ROBOCOP	OCEAN
3	4	FALCON MISSION 1	MIRROSOFT
4	1	POPULOUS	ELECTRONIC ARTS
5	3	KICK OFF	AND
6	10	LOWRIED PAC RALLY	DATABASE/MANDARIN
7	NE	TEST DRIVE 2	ACCOLADE
8	3	FALCON	MIRROSOFT
9	NE	GRAND PRIX CIRCUIT	ELECTRONIC ARTS
10	NE	RICK DANGEROUS	RAINBOW

C64 CHART

TM	LN		
1	NE	CRAZY CARS	HIT SQUAD
2	4	GREEN MENET	HIT SQUAD
3	NE	PITSTOP 2	KICK
4	8	THE AR BUNG PU	HIT SQUAD
5	2	ROBOCOP	OCEAN
6	1	ENDURO RACER	HIT SQUAD
7	NE	SCORNY DOO	ENCORE
8	NE	SUMMER GAMES	HUX
9	NE	NEW ZEALAND STORY	OCEAN
10	5	1942	ENCORE
11	NE	INDIANA JONES - LAST CRUSADE	US GOLD
12	7	SAS COMBAT	CODE MASTERS
13	NE	BATMAN	OCEAN
14	NE	HIT SQUAD TENNIS	HIT SQUAD
15	NE	DOUBLE DRAGON	MELBOURNE HOUSE
16	NE	FORGOTTEN WORLDS	US GOLD
17	17	DRAGON NINJA	OCEAN
18	18	OPERATION WOLF	OCEAN
19	11	KENNY DALLGUSH SOCCER MANAGER	COGNITO
20	NE	SPITFIRE 40	ALTERNATIVE

THE
MUSEUM

71







Fisticuffs, yeh?

ALTERED BEAST



You've found the evil eye

Activision
Price: £24.95



Here's looking at the title screen

PC Show time always heralds the appearance of many new titles and last minute deadlines for the software houses. Hot off the mastering machine is *Altered Beast*, due on the shelves around the time of this issue and certainly as impressive.

You start the game not having to worry too much about your health — actually, you're dead and not really much use to any-

AMIGA

SCREEN
SCENE

Dragon versus eyeballs



You winged, I Criedus.

body. That is until the wholesome wizard interferes with your decomposition and reanimates you as his sidekick. You climb out of the grave and start off in good stead for your quests.

If the forces of good can use corpses so can the bad guys. Thus the majority of your opponents on this first level are zombies. Thrown in is the occasional hell-hound, none are particularly dangerous and most oblige you by exploding into venous bodily parts on contact with your fist or foot.

Now end thou a flashing hound appears. Without a doubt, this is the central nasty in the game, kill one of these and then release small capsules which you have collected. The first makes you

eightly tougher, the second turns you into a muscle man with a ferocious punch and kick, the third transforms you from man to beast. Apart from looking spectacularly cool in your new form you also lay claim to many new powers.

On level one you become a wolf man and throw small fireballs and transform yourself into one big fireball. Enter level two as the electric disgo, firing electricity bolts and using eu energy shield the hair bears feature on level three with a smile on the face, fatal breath, and an awesome jump. Level four marks the return of the wolf man.

At the end of each level is the evil wizard who transforms into a huge creature with the customary

magician's puff of smoke. All it takes is a hefty pounding to reduce him to a pile of dust.

Each one of the five levels has a high standard of graphics, although several frames of animation have been sacrificed per character. But it nevertheless retains the overall look of the arcade game very well. The main tune is a very apt thumpug sound track which fits the mood well.

All things considered, with the difficult nature of the conversion, Activision have done a sterling job in retaining all the original features — and the two player mode makes for a very neat conversion.

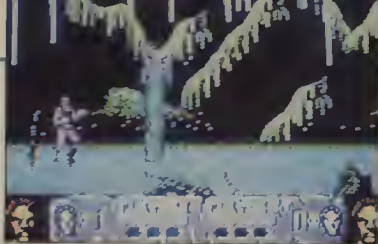
Mark Patterson



SOUND	85%
GRAPHICS	86%
PLAYABILITY	88%
LASTABILITY	89%

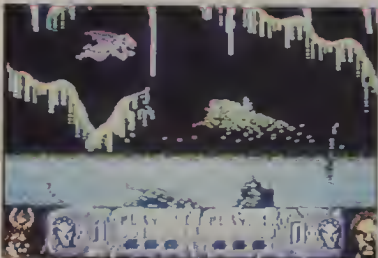
87%

C64

SCREEN
SCENE

Search out new life and destroy it.

ALTERED BEAST



Here comes the flying beast.

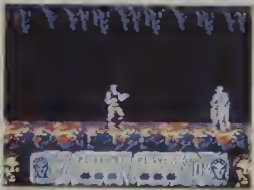
In a machine to machine comparison the Amiga version knocks the freckles off the 64 version. Even though *Altered Beast* on the 64 plays slightly faster than the Amiga version the graphics are pretty badly designed and animated, hence the speed. The sound track has pretty reasonable effects.

On the bright side all the main features have been copied across faithfully. The main characters politely mutate at the touch of a ped, the zombies erupt and the end of level guardians are as vulgar and tasteless as ever. The visual effects do tend to get pretty cluttered at times leaving you stranded in a few awkward positions, eg trapped by half a dozen snakes, parrots and zombies, salvageable with the two player mode by using the special attack. Some of the later levels get very hairy indeed with surprise attacks coming from every corner, and increased difficulty in obtaining the vital power peds.

This may be a slightly disappointing game for those who played the arcade predecessor but quite an interesting romp for anybody new to the game. So don't be put off by the screen shots, it plays a whole lot better than it looks.

Mark Patterson

Available
Price:
 £9.99 cass
 £14.99 disk



Glasshopper, he say...

SOUND 78%
GRAPHICS 74%
PLAYABILITY 80%
LASTABILITY 78%

78%

FIENDISH

FREDDY'S

Coming

Thursday September 11th

BIG TOP O' FUN

Available for Amiga, ST,
IBM and compatibles,
Commodore 64,
Amstrad and Spectrum



Mindcape International Limited, PO Box 101, Newes, East Sussex BN1 4DW, Tel. 0444 488 545/547

KICK OFF

BLISTERING PACE PIXEL PERFECT
PASSING SUPERB TACTICAL PLAY



AVAILABLE ON

AMIGA	STARS
ATARI ST	STARS
IBM PC Comp.	STARS
SPECTRUM Comp.	STARS
AMSTRAD Comp.	STARS
.....	STARS

- The best game ever seen on the Amiga.
- The best game ever seen on the Atari ST.
- The best game ever seen on the IBM PC.
- The best game ever seen on the Spectrum.
- The best game ever seen on the Amstrad.
- The best game ever seen on the C64.
- The best game ever seen on the ZX Spectrum.
- The best game ever seen on the Commodore 64.
- The best game ever seen on the Atari 2600.
- The best game ever seen on the Atari 5200.
- The best game ever seen on the Atari 7800.
- The best game ever seen on the Atari 800.
- The best game ever seen on the Atari 1000.
- The best game ever seen on the Atari 1300.
- The best game ever seen on the Atari 1500.
- The best game ever seen on the Atari 1600.
- The best game ever seen on the Atari 1800.
- The best game ever seen on the Atari 2000.
- The best game ever seen on the Atari 2200.
- The best game ever seen on the Atari 2400.
- The best game ever seen on the Atari 2600.
- The best game ever seen on the Atari 2800.
- The best game ever seen on the Atari 3000.
- The best game ever seen on the Atari 3200.
- The best game ever seen on the Atari 3400.
- The best game ever seen on the Atari 3600.
- The best game ever seen on the Atari 3800.
- The best game ever seen on the Atari 4000.
- The best game ever seen on the Atari 4200.
- The best game ever seen on the Atari 4400.
- The best game ever seen on the Atari 4600.
- The best game ever seen on the Atari 4800.
- The best game ever seen on the Atari 5000.
- The best game ever seen on the Atari 5200.
- The best game ever seen on the Atari 5400.
- The best game ever seen on the Atari 5600.
- The best game ever seen on the Atari 5800.
- The best game ever seen on the Atari 6000.
- The best game ever seen on the Atari 6200.
- The best game ever seen on the Atari 6400.
- The best game ever seen on the Atari 6600.
- The best game ever seen on the Atari 6800.
- The best game ever seen on the Atari 7000.
- The best game ever seen on the Atari 7200.
- The best game ever seen on the Atari 7400.
- The best game ever seen on the Atari 7600.
- The best game ever seen on the Atari 7800.
- The best game ever seen on the Atari 8000.
- The best game ever seen on the Atari 8200.
- The best game ever seen on the Atari 8400.
- The best game ever seen on the Atari 8600.
- The best game ever seen on the Atari 8800.
- The best game ever seen on the Atari 9000.
- The best game ever seen on the Atari 9200.
- The best game ever seen on the Atari 9400.
- The best game ever seen on the Atari 9600.
- The best game ever seen on the Atari 9800.
- The best game ever seen on the Atari 10000.



**KICK OFF
SCORES WITH REVIEWERS**



- **CVG - OVERALL 85%** Most playable soccer simulation in history. Highly recommended.
- **ZZAP! OVERALL 90%** So Realistic, So Fun, So Addictive. Beats all other football simulations over the counter.
- **AMIGA FORMAT GOLD - OVERALL 91%** The best football game on the Amiga today.
- **THE ONE - OVERALL 85%** The game is such a joy to play. By far the best to appear on 16 bit. It is all over the place.
- **POPULAR COMPUTING WEEKLY - OVERALL 94%** The simulation gets blown away by the utter brilliance of KICK OFF, which has the proper options and the best gameplay seen in any football game.
- **THE ACE** A great football game that will have you queuing up for a season ticket.
- **NEW COMPUTER EXPRESS - KICK OFF** is simply the best football sim. we've played on any micro. It's fast, furious and immense fun. Go and buy it.
- **THE GAMES MACHINE - OVERALL 87%** Best 16 bit soccer simulator yet. True football skills are needed in every sense of the word.
- **ST USER - OVERALL 9 -** The whole game is a complete delight to play and immediately addictive. This is one of the fastest and most exciting action games around and it just has to be the best football simulations yet.

PLAYING IT IS EASY - MASTERING IT WILL TAKE TIME - A LOT OF TIME



ANCO

ANCO SOFTWARE LTD, UNIT 10, BURNHAM TRADING ESTATE, LAWSON ROAD,
DARTFORD, KENT. Mail Order by Cheque, Postal Order, ACCESS or VISA.
Telephone No.: 0322 92513/92518. FAX No.: 0322 93422.

Start shifting the furniture around, because there's a good chance you're going to have to make way for an arcade machine. We're giving away an *Altered Beast* of a machine thanks to the wunnerful generosity of Activision.

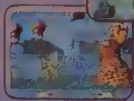
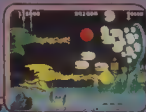
That's a huge two-player cabinet with twin joysticks, volume controls and installed PCB hoard — worth nearly a thousand pounds on the market.

Runners-up receive ten copies of the game for either 64 or Amiga.

Here's how you win: just answer the following quesies.

1. Which politician is known as the Beast Of Bolsover?
2. What is the name of the new (second) Beastie Boys album?
3. Who described a mouse as a 'wee cowering, timorous beastie'?
4. Name the bestial Iron Maiden album.

Answers on a hairy hand (or a postcard) to What a Beast! Compo, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. These should arrive no later than 20th October. Don't forget to state which machine you own.



ALTERED BEAST

WIN THE COIN-OP



SHINOBI



48/128 @ £9.99
 + 3 @ £14.99
 SS @ £9.99
 16.99

2-6 Vernon Road - London W17 2DX

*Imported from Sanyo Electric Co., Japan, and
distributed by Sanyo Electronics Ltd.® Produced by The Sanyo*



CONTINENTAL CIRCUS

SCREEN
SCENE

He needs water, not fruit



Oh, eh, here we go again.



I should it be called *Continental Circus*? One of the most impressively boxed concepts of 1988 now appears with slightly less glamorous trappings but with its gameplay still intact.

If you remember, CC was the world's first 'true' 3D driving game. The elaborate console consisted of a pair of glasses, with special filter lenses that alternated

black and transparent, and you could only see through one lens at a time. The screen would be showing what you would theoretically be seeing through that eye at the time. Obviously this all happened amazingly quickly, far too quickly for the old Amiga and so in their infinite wisdom, Sales Curve have decided to drop any thoughts of copying the system across and have opted for a more conventional race game. And

what a race game!

Race around eight famous courses of the world. Of course, you have to prove that you're good enough to race them, and this is done simply enough by a ranking system. On each course you have to attain a certain rank before you are allowed to move. For example, you can't move onto track two until you have (a) finished track one and (b) achieved a rank of 80 or lower.

Controls are simple as simple can be. And when you've got a game as fast as this one, they need to be. No *Hard Driving/Vette* controls to be found here, just old-fashioned four-way joystick controls and fire to change gear.

Graphically, it's about as close to the coin-op as you're going to get. The update of the road is incredibly fast and smooth, as is the update of all of the sprites.

Speaking of the sprites, they're among some of the best ever to be seen in a driving game. Large and crisp, they really add to the feeling of 'being there'.

The sound is pretty basic however, even though it is a fair copy of the original. A throbbing engine noise and a whoosh from the passing of cars are all that you're likely to hear, aside from the intro tune.

Response time is fast, and indeed it needs to be. Overtaking takes quite a bit of practice, as it has to be done quickly and in one motion, else you'll find yourself billowing smoke from a damaged engine, or, even worse, spinning off the track and exploding.

An excellent conversion and a brilliant driving game with enough variation between tracks to keep you playing for ages. Go go go!

Tony Dillon

Virgin/
Sales Curve
Price: £19.99

SOUND 71%
 GRAPHICS 82%
 PLAYABILITY 80%
 LASTABILITY 79%

81%

A POWERFUL PACK OF FOUR



LAST NINJA 2

Once beaten, but not destroyed, the evil Shogun Kunihiko seeks all his repressed powers to transport himself through time and establish a new empire in Ninjago in modern day Manhattan. In fear of Kunihiko's growing powers, the Arcane gods send all their wisdom to bring you, the Last Ninja, across the abyss of time and confront your arch-enemy once more. You arrive in this frightening and awesome modern world armed, nothing helps you save your intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Kunihiko once and for all?

© Spectrum Power Software Ltd. All rights reserved.

BATMAN

First Created by DC Comics' famous super hero Batman knocks onto the micro screen in a WUAM! POW! Arcade adventure as you engage the forces of evil in Gotham City. Start in the Batcave and move on through the world of fun and excitement as you face the trickiest customer of all... the Penguin. Solve some strength for the Justice ahead with the constantly Joker however, or you'll miss the thrilling climax!

TM & © DC Comics Inc. 1988. All rights reserved.

DARK SIDE

From the Major Developments team, Creators of the award winning Driller.

Solid 3D, the nearest yet to being there.

Mission: locate & Destroy Zephyr. One weapon on Dark Side. Avoid Plexor tanks. Disable Matria ECO's, use tunnel network and jet pack to best advantage. Time is short. END.

© Incandor Software Ltd.

R-TYPE

Deep in the darkness, the ultimate battle. The R-Type Empire - and, horrific, slowly in the dark recesses of time and space, as terrifying creatures roam the cosmos. Waiting out on the Planet Earth. The discipline factor has just begun. As girls of the R-Type fighter plane, it is your mission to track these intergalactic monsters using every sophisticated weapon at your disposal. Only your skill and reactions stand between brilliant victory - and the doom of the R-Type. As the arcade sensation bursts on to your home screen with intense images, intense and a compelling sound track, the ultimate in thrilling gameplay.

R-Type: ©1989 IREM Corporation.

Licensed to Electric Dreams.

SPECTRUM · AMSTRAD · COMMODORE

£12.99
CASSETTE

ocean

SPECTRUM · AMSTRAD · COMMODORE

£17.99
DISK

AMIGA

SCREEN
SCENE

LANCASTER

When it entered the war in 1942, the Lancaster bomber had an almost immediate effect. A devastating 14,000 pound payload, three gun turrets and eight .303 calibre machine guns. Most remarkable of all was the Lancasters' ability to trail home after suffering incredible amounts of damage, with documented cases of the planes returning on two out of four en-

gines, and another with five hundred machine gun holes in it. One Lancaster managed the return trip with a lion tuff hole ripped from the top to bottom of the main fuselage after having a five hundred pound bomb dropped on it, by a friendly plane!

CRL's computer adaption of a Lancaster bomber isn't quite as dramatic as some of its real life encounters, but it certainly puts you where the action is, in the tail gunner's seat. Confined in the rear of the plane, just under the tail, is the turret. Armed with four guns it's the job of the gunner to cover the rear end of the plane from enemy attacks. The major drawback consists of single engine Messerschmitt BF109 single engine fighters and Junker JU 88's with two engines and radar. On top of that flak is constantly thrown up from the ground below making life a lot tougher for the crew.

If you and your plane have survived the Luftwaffe's best attempts to bring you down, it's

your chance to drop a few bombs on German emplacements. Unfortunately the realism drifts into fantasy and fun with fancy targeting cross hairs and a zoom feature through the bomb door's view.

The way back is also fraught with the risk of attack from nearby allies. The easiest way to avoid attacks is to fly around all the major cities; but unfortunately, you also have to keep your eye on the fuel gauge, so sometimes this proves a little tricky.

You have to select which crew member you want to use, the choice corresponding to the level of difficulty — a Dillon looks like for level one, a dashing alman for levels twelve and onwards and a mega-hard man for levels twenty two and on (there are thirty levels in all). After that there's an animated sequence of a Lancaster taking off in solid 3D, which features some 103 separate polygons.

Throughout the air sequences all the graphics are also formed by polygons (bar the searchlights

which appear on the night time missions). All of this plus colourful static screens make the graphics an all round hit. The sound is equally as good. The title tune features a sinister backing track, plus sampled shouts and siren wails, and throughout the game your radio operator keeps relaying messages such as, "wheel the hell's going on back there?" in his best "stiff upper lip" accent.

Lancaster is a very well presented and executed game. The only real complaint I have is its overall lack of variety; maybe different aircraft positions during flight could have made a slight improvement. A worthy game for all shoot 'em up and simulation freaks.

Mark Pettersen

**Lancaster
CRL
Price: £19.99**

**SOUND 85%
GRAPHICS 88%
LASTABILITY 78%
PLASTABILITY 82%**

79%

CABAL



See us at the
PC SHOW
27th Sept-1st Oct

The coin-up sensation that throws you deep into enemy territory with little more than a low-powered, single shot repeater for protection. With superior marksmanship and lightning reactions you can increase the odds - in your favour.

Capture enhanced weaponry, including grenades, and now you can really make your mark! ... that is, until you come face to face

with the enemy gunships, tanks and submarines. Equip yourself for some stunning arcade action, load up and FIRE!!

SPECTRUM	£8.99
COMMODORE	£9.99
AMSTRAD	£9.99
ATARI ST	£19.99
AMIGA	£24.99

ocean

Software Limited
& Central Street - Manchester
Telephone: 061 832 6633
Telex: 669977 OCEANS G
Fax: 061 834 0630

TURBO

AMIGA

SCREEN
SCENE



Look out...

... oh well.

You have just entered a death race with no rules and no judges. There's you in your modified racing car against a set of opponents so desperate to win that they are willing to kill. The race course is a stretch of highway that runs through the city, the country and the desert. En route you may find weapons to help you in your quest. Grenades, missiles, oil and wheel spikes can all be used to off your opponents.

There are three modes of play



in Turbo. You can play against the computer, a friend or someone on the end of a modem line. When playing the computer you must try to finish the course within the time limit, after several hours in this mode I decided that this is tricky but possible with special tyres.

Turbo is much more entertaining in the dual player modes. It's quite satisfying to grenade your opponent or send him careering off the road with a carefully placed oil slick.

I would class the sprites as good, the scrolling is average. Nothing is really breath-taking, but there are some nice touches of animation on the player-controlled cars, eg when you rush from a car before it explodes. You get different cars as you progress through the game.

All of the standard sound effects are present: the roar of the engine, the squeal of the brakes, the spool of the pedestrians being flattened, then little shrieks.

Control of the car is easy but simple, making it easy to get into a skid and difficult to get out of one. The action is viewed from above and the screen scrolls jerkily from top to bottom as progress is made.

Turbo is excellent! In two-player mode it's one of those games which the more you play, the more you're going to get out of it—like learning how to push your opponent's car in front of a train.

A grower, in true Kick Off tradition, Micro Illusion seem to have a winner on their hands with Turbo. A gleefully spiteful game and really quite addictive.

Mark Meinwood

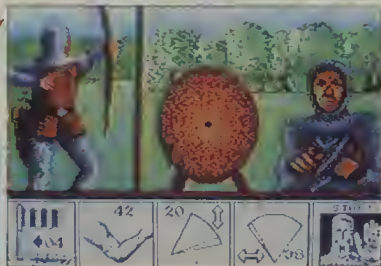
Micro Illusions
Price: £19.95

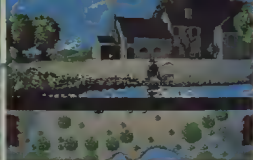
SOUND 76%
GRAPHICS 71%
PLAYABILITY 80%
LASTABILITY 81%

80%

IRON LORD

A beautifully detailed map.





Exquisite backdrops.



C64

SCREEN SCENE

and the better your aim, the more money you get, and the more money you get, the more you will have to bribe the people into joining your and to buy all manner of weapons with.

Other subgames include the arm wrestle (a real joystick thrasher this one) and dice throwing. In which you and the computer throw dice, and the one with the highest number wins.

The final subgame, and one which comes up randomly throughout the game, is one-to-one combat with another knight. It's possibly the game's world's first person perspective sword fight. All you can see is the body and head of your opponent through your vision. The idea is to move your sword in such a way as to block your opponents while getting stuck in yourself. This is very difficult. Needless to say, I haven't managed to do it myself.

The graphics for the entire game are nothing short of stunning. All of the backdrops and pictures are exquisitely drawn and coloured, and the animation proves that there's still life in the old dog yet.

The sound is brilliant too. There are loads of really atmospheric musical compositions (it would be unfair to call them tunes) and quite a few well-placed spot FX put the game well up to the Menaces Of Noise already high standard.

There's a lot to *Iron Lords*, and far too much to lay down on this page. It's not a game of incredible depth; but, then again, it's surely one which will keep you occupied for weeks on end.

Tony Dillon



A myriad of medievalisms.

Every now and again a game appears which contains so much variety that it takes the software universe completely off guard. *Iron Lord* is such a game. The idea isn't staggeringly original. You are the son of a great lord, and your country has been overtaken by an invading force. Lead the countryfolk to rebellion and win back the state that is rightfully yours.

First of all, however, you have to find a peasant army to lead. Search the towns and villages of the nation, talk to everyone you meet, participate in competitions to build a reputation for yourself and finally lead everybody back to the ruins of your father's castle, from where you can launch the attack. Do all that, and you've finished the first part, which is then

followed by a wargame, your odds in which have been decided by how well you did in the first section. Finally, you go on a multi-scrolling arcade adventure, coming to a climatic finish with a fight with the evil Lord.

In the first part you probably have got the most to do. To begin with, you have to choose a place to visit. You are shown a very attractive looking bit of scenery, with lots of little towns and villages dotted about. Click the pointer on one of them and you're treated to a splendidly animated scene of a horse, racing along the relevant stretch of road. Then, just to make the game that little more interesting, you are shown a painting of the place you're visiting, with yourself on horseback racing toward it.

Once you've arrived, the view

changes to an overhead scrolling map, with you represented as a dot. By pressing fire, you are told what you can see around you at that particular location. Stand in a doorway, and you'll enter Chances are you'll enter right into one of the subgames.

Probably the first will be the archery. You are shown where the target is, how strong the wind is and in which direction it's blowing. You have to use three balances to determine direction, elevation at launch, and strength. You are given four attempts at each target,

SOUND	85%
GRAPHICS	86%
PLAYABILITY	83%
LASTABILITY	80%

85%

ALL FIRE

RUN THE GAUNTLET

"... apart from technical excellence, it's the sheer range of playable sections that makes Run the Gauntlet one of the best multi-event games..." CRASH.



CREATIVE ACTION

RAMBO III

"the graphics are of a high quality throughout... equally impressive is the music... Rambo III delivers fast action entertainment." COMPUTER GAMES WEEK.



TMA - 30 CAN
PCT. RES. INC.
A - NO. 2
RESERVED

DRAGONNINJA

"Dragoninja is fun to play... well implemented and extremely addictive." ACE MAGAZINE



DATA

AND READY

SPEC

AMS

COMM

receptor

9.99

COMM



RED UP.

See us at the
PC SHOW
27th Sept-1st Oct

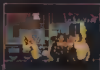
THE NEWZEALAND STORY

"Irresistible... an arcade-perfect conversion" ZZAP SIZZLER—ZZAP 64, "A superb game in every respect. C+VG HIT—C+VG.



RED HEAT

"Furious addictive action—Red Heat is well worth spending some time on." CRASH.



ROBOCOP

"This is definitely the best film tie-in to date, and is an utterly superb game in its own right—don't miss it." C+VG GAME OF THE MONTH —C+VG.



TO LOAD

SPEC

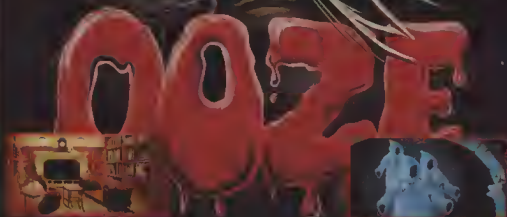
AMS

RUN THE GAUNTLET
THE NEW ZEALAND STORY
RED HEAT

8.99 9.99

COMM

GET IT... BEFORE IT GETS YOU



For the AMIGA, ATARI (ST/Plus/Mono)
PC and Compatibles, and Archimedes

SOFTWARE SUCCESS MARKETING
At Home, 140 White Park Lane, Fackwell Heath,
Northampton, Bucks NN10 9NR.



DON'T LET THE AUSSIE BLUES GET TO YOU

POOLSBUSTER64 IS THE ONLY POOLS PROGRAM AT HOME "DOWN UNDER", AS WELL AS IN EUROPE. Every week-end it guides you through the rough terrain of the Aussie leagues to successful predictions over and over, again and again. It's a very successful conversion from the ATARI ST program. Go on, don't hesitate, join the ATARI winners. It works for any game, cup or league, either British or Australian or European. It has a massive database, it's user friendly, it gives you a choice at the final completion of the coupon. Perfect for pools, ideal for fixed odds. Are you superstitious? Do you believe in the power of the stars? If you answer "yes" to any of the above 2 questions then **POOLSBUSTER64** is for you. Its **MAGIK PREDICTION** function will happily accommodate you. Do you believe in the power of the numbers? If the answer is yes, then **POOLSBUSTER64** has something for you as well. Its "PREDICTION BY ELIMINATION" function will fulfil your exact requirements. And for the rest of us mortals, it will manipulate all the required information and it will give four different forecasts: a normal results forecast, a best homes, a best draws and a best aways forecast. Are you into probabilities, percentages and bar graph representations? **POOLSBUSTER64** will give them to you. In fact it has everything that you need for a successful forecast. It is truly the ultimate and the state-of-the-art pools program. So hurry, order your copy today and win the pools tomorrow.

POOLSBUSTER64 COSTS ONLY £40!

SPECIAL OFFER: THE FIRST 24 ORDERS WILL RECEIVE A HOT GAME FREE. SO HURRY, DON'T MISS YOUR CHANCE TO BECOME A POOLS WINNER. WE ACCEPT ACCESS AND VISA CARDS.

MAKE CHEQUES/POs PAYABLE TO "APOLONIA SOFTWARE" AND SEND THEM TO: "APOLONIA SOFTWARE, UNIT 12, PARK HOUSE, 140 BATTERSEA PARK ROAD, LONDON SW11 4NE". PLEASE STATE IF YOU WANT DISK OR TAPE.

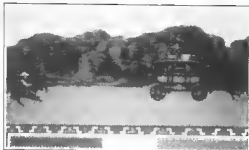
24HR: 01-738 6400. FAX: 01-622 1063. ALL OFFERS ARE SUBJECT TO STOCK AVAILABILITY.

APOLONIA SOFTWARE THE COMPANY THAT CARES

AMIGA

SCREEN
SCENE

BUFFALO BILL'S



WILD WEST RODEO GAMES



Yeah! It's plain dandy.

Tynesoft
Price: £24.95

This game is more in the tradition of recent circus games like *Fiendish Freddy's Big Top O' Fun* and *Circus Attractions* than cowboy shoot 'em ups like *Wanted*. You kick off with *Knife-Throwing*. Tie down a defenceless squaw to a rotating target and throw knives at her. You score **ONLY** by hitting the target and to make it just that bit more iffy you score more

points the closer the knives land to the bikini-clad injun. Hit her and big patches of blood appear (we do have problems with this one Tynesoft). Next up is *Bronco Riding*. This one requires a lot of joystick action and if you can follow the little arrows which appear on the screen for direction fast enough, you might make a cowboy yet.

Next, we moose on over to the *Stagecoach Rescue*. First off, you have to get level with the coach

which has fallen into Indian hands. Next, get on to the roof and prepare yourself for some John Wayne style hiccups.

Callsteering is a real toughie too. Mount the steer from horseback, grab its horns and force it to lie down. Not only are you racing against a pig-headed piece of meat, you're racing against the clock as well — and the fastest times win highest bonuses. At you've got to do in *steer wrestling* is to lassoo the beast before it gets to the other side of the ring.

And what about *Trick Shooting*? For the last stage you shoot a lot of lead at various cardboard cut-outs. Blast the baddies to a pulp and you score a lot of points, hit the good guys 'n' gals and you're out. It's as simple as that. Level two tests your dexterity with a shooter even further — shooting bottles before they hit the ground.

The game's got some nice touches like the Wild West dithers which play for each contest. Plus you get to make like John Wayne savour some good graphics and listen to things like the Lone Ranger theme.

Where the game really wins over is in its originality. No doubt dozens of clones will appear, though whether they reach the same level of varying gameplay remains to be seen. And it is the variety of gameplay that makes this game what it is. The small number of events mixed with the basic simplicity means that it will be short lived, but then again, nothing lasts forever.

An enjoyable romp and an excellent venture into an untapped field. I'd check it out.

Tony Dillon

GRAPHICS: 85%
SOUND: 81%
PLAYABILITY: 78%
LASTABILITY: 75%

81%



Time for tea and chit chat.

SHUFFLEPUCK CAFE

What are the ingredients for a good night down the boozery? A decent drink, certainly, but what else? Good company, interesting surroundings, a good jukebox? What about an unusual pub game?

There's very little that's ordinary about anything to do with Shufflepuck Cafe. The clients of this watering hole are as much a bunch as you're likely to meet. There's Skip, the polite schoolboy sweet; Laxan, the drunken alien; and Nergal, the spectre who's head rests on his stomach, to name but

a few. The place is full of weirdos, and you're there to swap a few yams and play a game or two of shufflepuck.

And shufflepuck is a little bit like that end-of-play air hockey game in which you whack the puck over a bed of compressed air, although this game being its futuristic counterpart, you get the chance to alter the weight and the size of your paddle and the amount of spin which it gives. But don't be lulled into thinking that's bigger, weightier paddle is all you need. Your computer opponent will anticipate your attempt to 'cheat' and try to outmanoeuvre you smart.

If you're only in for a quick smack around the table, then you can choose any opponent you wish, or even just have a spot of training with the totally programmable training droid. However, if it's a full challenge you're after, then enter the tournament and try and take the title of Best Shufflepuck player from none other than Bill Rensch.

Things start simple enough. Skip is slow, and not the most aggressive of players. However, the action soon heats up as players



Take on your opponent.

respond faster to your shots, and the returns get faster and at obscure angles. It takes a quick eye and a snappy mouse to keep the puck lying.

Even with all the opponents, and all the different playing styles, the game does start to pall after a few goes. The small amount of gameplay is very limiting, and hitting a puck back and forth over and over again does get very dull. Occasionally, you'll come across a character who does something different, like the witchy young lady who uses magic to make the puck float across the table and shoot off at a weird angle.

The graphics are pretty limited too. The main game area remains the same throughout the game, the only thing that changes is the graphics of the person you play

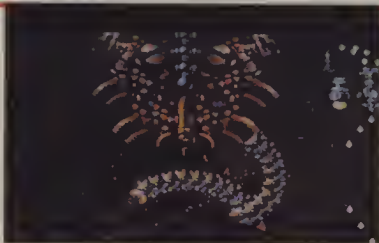
For the most part, these are represented by still graphics that move occasionally whenever a point is scored. The responses, such as the spectre revealing his head and emitting a howl when he gives a point away are humorous to start with, but simply become annoying after a while.

It's fun to play, and it can be quite addictive, but only for a short while. A game which would have benefited from a two-player option. Once again, more variety please.

Tony Dillon

**Domark/
Broderbund
Price: £19.99**

SOUND	76%
GRAPHICS	73%
PLAYABILITY	77%
LASTABILITY	72%



A can of worms



Tooled up for a brief megablast.

If anybody approaches rock celebrity status in the software world, it has to be the Bitmaps. It's something they've managed to achieve effectively in the space of three games. *Speedball* is their most famous, but *Xenon II* revives their first, a shoot 'em up which turned heads for its excellent scores and graphics when it was released over eighteen months ago.

Xenon II pursues the relentless quest for an arcade quality shoot 'em up for the Amiga, and it's probably the closest yet. Like its predecessor it's a vertically scrolling blast, with an array of nasties and a ship which, when you've holed every available advantage onto it, is awesomely destructive.

The element which strikes your senses first though is its sound. The promised max of Tim Simeon's 'Megablast' is every bit as potent as the original cut, and, married to the sound effects, makes this a game to play with the sound jacked right up.

You won't find much that's new in *Xenon II*. The elements that have gone into it are tried and tested: it's the execution that saves it. Progress through each of the five levels is hampered by the presence of a bewildering mass of enemy characters ranging from metallic droids, symbiotic spheres and prehistoric crustaceans. Ward ammonites and trilobites zoom in and out of the screen and attempt to ram the ship and occasionally the screen is dense with activity. To its credit you can still see what's going on though.

At the end of each level there's a large guardian wailing. Each needs to be approached and finished off in a specific way, but unlike some of the ones which dwelled in the original they can at least be tackled and overcome. Inspiration



Imageworks
Price: £24.99

XEN

AMIGA

SCREEN
SCENE

for some definitely comes from R-Type with huge winding snake-like protectors which slide in and out of the guardian's tubes.

Every so often you'll be able to drop into a shop and buy and sell some weaponry. You can sell off items you've picked up on the way and use the cash to add to the credits you pick up as you destroy attack waves. There's at least twenty objects, side shots, power-ups, auto-fire, electroball and nicest of all the 'dive' add-on, which

allows you to flip underneath the parallax scrolling for ten seconds.

Graphically *Xenon II* is superb. The central sprite is clear, well-defined and large, as are the rest of the characters in the game. The guardians are huge and imaginative, but it's the backgrounds and the colour which really make this game brilliant to watch. This is definitely arcade quality.

There are faults to be found with *Xenon II*. The necessity to have so much going on at one time means

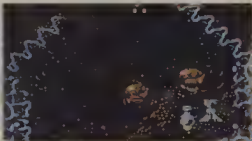
the game is slow. The scroll rate is just not fast enough and it can induce an element of tedium into the game. Also despite its impressive graphics and sound the challenge somehow just isn't strong enough. Lack of variation might be the cause.

Despite these problems, there's little point denying that this isn't impressive stuff — it's what you bought an Amiga for. This is going to be a huge hit, and there's more

Mike Pattenden



Eye see sea snails



The ship's worse than their bark.



A spot of shopping in the weapons hypermarket.

XENON II

SOUND	90%
GRAPHICS	91%
PLAYABILITY	86%
LASTABILITY	85%

88%

XENON TECHNOLOGY

71, Wadham Road, North End, Portsmouth, Hampshire, PO2 9ED

0708 670878

MAIL ORDER

.. AMIGA ..
.. C64 ..
.. PC ..

MAIL ORDER

TOP
32

		AMIGA	C64	PC
1.	XEHON II-MEGABLAST. (Image Works)	£ 16.89	NOT AVAILABLE	£ 16.89
2.	RAINBOW ISLAND (Firebird)	£ 16.89	£ 6.89	NOT ENOUGH GOLDEN
3.	BLOODWYN (Image Works)	£ 16.89	£ 6.19	£ 16.89
4.	GEMINI WING (Virgin Games)	£ 13.79	£ 6.89	NOT ENOUGH GRAPHICS
5.	LIFE & DEATH (Mindscape)	£ 18.79	NOT A PAPER BAG	£ 16.89
6.	STUNT CAR (Micro Status)	£ 13.89	£ 9.89	£ 16.89
7.	SNINOB (Virgin)	£ 13.79	WELL IT'S NOT MY FAULT	£ 16.89
8.	A.P.B. (Teague)	£ 13.79	£ 6.89	£ 16.89
9.	XEHOPNOBE (Micro Style)	£ 16.89	£ 6.89	£ 16.89
10.	ROBOCOP (Ocean)	£ 16.89	£ 6.89	£ 13.79
11.	BEACH VOLLEY (Ocean)	£ 16.89	£ 6.89	NOT ENOUGH BEACH BALLS
12.	LAST NINJA 2 (System 3)	£ 16.89	£ 6.89	£ 16.89
13.	MR. HELI (Firebird)	£ 16.89	£ 6.89	WELL DON'T LOOK AT ME
14.	F-16 COMBAT PILOT (Digital Int.)	£ 16.89	PROBABLY NOT	£ 16.89
15.	VIGILANTE (US Gold)	£ 13.79	£ 6.89	£ 13.79
16.	DYNAMITE DUX (Activision)	£ 16.89	NOT ENOUGH DUX	£ 6.89
17.	PAPERBOY (Elite)	£ 13.79	SEATTLE WRESTLE	WHY WORRY?
18.	RICK DANGEROUS (Firebird)	£ 16.89	£ 6.89	£ 16.89
19.	POPULOUS-PROMISED LANDS.. (E/A)	£ 6.89	WE AGREED, NO PROMISES	POP-UP MORE (PA HA HA)
20.	KNIGHTFORCE (Titus)	£ 16.89	SOBBY GIRLS AND BOYS	£ 16.89
21.	HONDA RVF750 (Micro Style)	£ 16.89	PULL THE OTHER ONE!	PUSHING WITH TUBS!
22.	RED LIGHTNING (US Gold)	£ 18.79	NOT ENOUGH RED	£ 18.79
23.	RAINBOW WARRIOR (Micro Status)	£ 16.89	£ 6.89	NUCLEAR VERGON?
24.	INDIANA JONES / LC (Lucasfilm)	£ 13.79	£ 6.89	£ 13.79
25.	THE NEW ZEALAND STORY (Ocean)	£ 16.89	£ 6.89	NEIGHBOURS IN STOCK!
26.	BARBARIAN II (Palace)	£ 16.89	£ 6.89	£ 16.89
27.	FALCON MISSION DISK 1. (Mirrorsoft)	£ 13.79	MAYBE NEXT TIME	RELENGE
28.	FIRST STRIKE (Elite)	£ 6.89	NOT ENOUGH BLOOD	NO GOOD AT HIT
29.	ZORK ZERO (Infocom)	£ 16.89	NOT WORTH IT	£ 16.89
30.	SHADOW OF THE BEAST... (Psygnosis)	£ 23.89	YOU CANNOT BE SERIOUS!	SIG WHO?
31.	VIRUS KILLER (Practical)	£ 6.89	SEE ME TO TRY	NO VOICE
32.	TARGHAN (Gaeststar)	£ 16.89	WHAT	£ 16.89

Software is also available for the Atari ST, Amstrad and Spectrum.

Price lists sent on request.

Compact Discs can now be ordered.
Full list sent on request.

ACCESS & VISA
now taken.

Commodore A501 Amiga 512k expansion & clock,
OFFER PRICE £114.99 OFFER PRICE

Please send your order to:
Xenon Technology,
Dept PCS989,
71 Wadham Road,
North End,
Portsmouth.
Hampshire, England.
PO2 9ED.

CREDIT FACILITIES
Terms: 100% down and nothing more to pay!!

All orders are sent by **FIRST CLASS** post within 24 hours (subject to availability).
New titles are sent as soon as they are available.
All prices shown are inclusive of VAT, postage & packing (add £1.35 per item overseas).

All items are fully guaranteed and if you experience any problems a replacement will be issued sent with no questions asked.
This is the smallest print so read it carefully!

Please make Cheques or Postal Orders payable to XENON TECHNOLOGY.

Proprietor: Steve Lowe

BATTLE VALLEY

AMIGA

SCREEN
SCENE

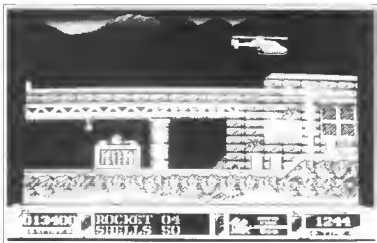


In fast impressions, *Battle Valley* looks an awful lot like that CU I've shoot-

em-up *Silkworm* on closer inspection, however, the game itself is nothing of the sort. For a start, there's no two player mode: you choose between copter and tank. The game then directs you to embark on your mission to destroy one of the two missile bases which apparently lie at the end of the craggy, Scramble-style backdrop.

There are a number of broken bridges that the tank can't traverse unless the copter collects a pontoon and drops it into place. So, off we go in the bulky square to reek havoc upon the enemy. Unfortunately this is not a nippy flying machine by anyone's standards — in fact, it's more of an armour plated autogyro.

Almost inevitably you find yourself blinded out of the sky, but that seems to be part of the gameplan in *Battle Valley*. If you don't get blown up, you don't get to use the tank, which is essential for remov-



Whirly wigs away

ing some of the trickier obstacles. As the armoured vehicle lumbers from its garage like an F-Reg Skode on a February morning, one thing becomes immediately transparent — if you are any good at this game at all, you will have destroyed a large number of obstacles and be left with a drive over a desolate, empty and very very boring landscape. You can remedy this in part by hitting the F1 key, but keyboard commands can be very inky when it comes

to slowing down in time when the enemy do decide to appear.

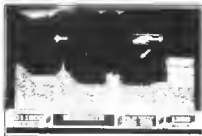
Battle Valley is a strange sort of collaborative game. Two steps forward with the copter, then one step with the tank. What develops is a mild pace campaign with only a small amount of skill involved. Don't buy this expecting the usual visual blitzkrieg of a Hewson shoot-em-up. The game does have a few definite virtues, however, a different — if not entirely successful — gameplay

which is nice to see and keeps the interest up for a reasonable amount of time. Fine graphics and a detailed scoring system. The refuelling stations along the way are a nice touch too, with the copter having to lower its winch to pick up supplies and ammo.

Overall, I can't help feeling that the grey installations and the slow speed of play make it a doubtful game to look at. An impression only compounded by the end screen — a mushroom cloud. All a bit depressing really. After an hour or two of *Battle Valley* with its phallo-centric armageddon overload, a game like *New Zealand Story* comes as a very welcome relief indeed.

Mark Heley

Deja vu, perhaps.



SOUND 67%
GRAPHICS 54%
PLAYABILITY 53%
LASTABILITY 49%

54%

Battle Valley
Hewson
Price: £19.99



**Castle
Software**

**NOW
TAKEN**

**DEPT C.U.1
CASTLE SOFTWARE
2 WILLIAM CLOWES STREET
BURSLEM
STOKE-ON-TRENT ST6 3AP
TEL: 0782 575043**

CASTLE SOFTWARE — OFTEN IMITATED NEVER BEATEN — PHONE US FOR SPECIAL OFFERS

C64 SPECIAL OFFERS		C64 SPECIAL OFFERS		C64 SPECIAL OFFERS		C64 SPECIAL OFFERS		C64 SPECIAL OFFERS	
New Zealand Story	7.50	Black Lamp	1.00	Highlander	2.99	Proditor	2.99	C64 SPECIAL OFFERS BACK IN STOCK	
Dominator	7.50	Chain Reaction	1.00	1942	2.99	Armageddon Man	2.99	CHART BUSTERS	
Blowdown	7.50	Capitan America	1.00	Manas Xmas Box	2.99	Annals of Rome	9.99	GhoziBusters, FA Cup	
Vigilante	7.50	Psycho Soldier	1.00	Manuvel	2.99	Battle for Midway	2.99	Football Agents 2, Kane LA	
Age 2088	1.99	Scare Rock	1.00	Blind Brothers	2.99	Begins	1.99	Saw! Ninja Master,	
Action Force	1.99	Shout out	1.00	Fernandez Must Die	2.99	Bedlam	1.99	Respin! Olli and Lisa,	
After Burner	4.99	Satanist	1.00	Skate Crazy	2.99	Indiana Jones	1.99	Retrochet, Zeke, Way of the	
Bangkok Alpha	2.99	Lazar tag	1.00	Summer Olympiad	2.99	Dragon Ninja	9.99	Exploding Fist, Dan Dane,	
19 boot camp	1.99	Magnation	1.00	Rolling Thunder	2.99	Enduro Rider	1.99	Ermahuer 1 3inn, Artix Jones	
Microprobe Soccer	9.99	Emphame	1.00	Road Wars	2.99	Empire Strikes Back	3.99	Superstar Chalk, Tail Cetr, I	
Flying Shark	1.99	Deli Cure	1.00	Thrasme Hunt	2.99	Emlyn High Sea Soccer	1.50	Ball, 8 Ball Patrol, Thrust	
Football director	2.99	Delight 2187	1.00	Overlord	2.99	Kenny Caligula Soccer	9.99	Harvey Heabanger, War	
Risk Dangerous	1.50	Eagles	1.00	4x4 Off Road Racing	2.99	Ray of the Powers	2.99	Cars	
Gunshot 2	4.99	Hunchback 2	1.00	Ninja Massacre	2.99	Storm Lord	7.50	SPECIAL PRICE 4.99	
Ti Toys	4.99	Hydria	1.00	Pac Land	3.99	Soncerer Lord	4.99	FOR ALL 20 GAMES!	
Real Ghostbusters	1.99	Franking Stem	1.00	Pac Mania	3.99	Time Scanner	9.99	GRAND FINX	
Hell fire attack	3.99	Defendants	1.00	Karnov	1.99	Time - Magic	3.99	SELECTION	
Defender of the Crown	9.99	Terrance	1.00	Killed nini Dead	1.99	Xyloba	7.50	CHAMPIONSHIP	
Demons	2.99	Tactis	1.00	Nightmare	1.99	Winter Games	1.00	SPRINT, SUPER	
Combat crazy	2.99	Super Sprint	1.00	Freely	1.99	Starg	1.00	ON	
Mask 2	2.99	Shung high	1.00	Stomk	3.99	RRP £25.95		SPECIAL REDUCED	
Sprinter 40	9.99	Vicini	1.00	Kryogon Factor	1.99	PRICE £4.99			
Speed ball	1.50	Top level and challenge	1.00	Out Danc II	1.99				
War in Middle Earth	7.50	Side walk	1.00	Ondy	1.99				
War in Mars	1.99	Franky	1.00	Comet Game	1.99				
Super hangar	1.50	Signia T	1.00	Basard Maltir	1.99				
Super Wonder Boy	1.50	Rampage	1.00	Mitor Massacre	2.99				
A P B	7.50	Diamond	1.00	Crazy Cars	2.99				
Dynamic Dux	1.50	Soldier of Light	2.99	4 Soccer Simulators	4.99				
Fendish Freely	1.50								

STAR GLIDER
RRP £14.95
WHILE STOCKS LAST ONLY
£2.50

0.99 Defail Duck's Playground
1.99 Last Ninja II
1.99 Super Cycle
2.99 Up And Down
4.99 Chase HQ

"WE'RE AT IT AGAIN!"

Please state 64 or Amiga in all orders.
All orders under £6 please add 50p towards p&p. All orders over £6 p&p is free.

NOW'S THE TIME TO BUY

AMIGA SPECIAL OFFERS		AMIGA SPECIAL OFFERS		AMIGA SPECIAL OFFERS		AMIGA SPECIAL OFFERS	
Running Man	8.99	Stent Service	17.95	Imbrocure	9.99	Pac-Land	1.99
Three Slopes	8.99	Rad Heat	15.95	Shanghai	4.95	Tenhouse Queen	19.95
Portul	6.99	Alien Legion	15.95	Technicomp	5.99	TV Sports Football	19.95
Out Run	7.50	Star Wars	9.99	Aurora	9.99	Lord of the Mages Sun	20.95
Pioneer Plague	4.99	Peter Beaulieu's 8	7.99	GFL Basketball	9.95	Marble madness	1.99
Afterburner	9.99	Star Cruise	7.50	Ballistic	2.99	World Tour Golf	7.50
Real Ghostbusters	12.99	Robbery	4.99	IK+	10.99	Bards Tale	1.50
Leisureman Larry	12.99	Bonitach	6.99	Shogging Star	3.95	Randy Tale 2	1.99
Space quest II	12.99	Hell Fire Attack	2.99	N-Tygs	14.99	Fengshen Worlds	14.95
Shovel Em Up Gun Kill	19.95	Time Scanner	11.99	Slaygon	12.95	Phantom Fighter	9.95
Power Struggle	6.95	Manas Xmas Box	4.95	Dominator	12.95	Gun Ship	15.95
Alien Golf	8.99	Wicked	4.95	Better Dead than Alive	3.95	Rich Gangsters	15.95
Monax	3.99	GFL Golf	4.95	Cogans Ren	4.95	Microglobe's Soccer	15.95
World Class L Board	7.50	Thaxider	2.99	Plundered Heats	4.99	Kick Off	13.95
Cymaz	4.99	Spice Guest	11.99	Dega Ve	11.99	Robocop	19.95
Virus Killer	9.99	Leather Goddesses	6.99	Action Service	3.99	Blackdown	19.95
Vicon	4.99	Strike Force Harmer	5.99	Tridon	4.95	Legend	13.95
Roger Rabbit	7.99	Foundations Waste	5.15	Annals of Rome	9.95	Monster M V F	15.95
Bermuda Project	9.95	Romantic Encounters	9.95	Howland Jr Janks	9.95	Passing Shot	19.95
GFL Football	4.99	Bismark	9.95	Soccer Supreme	6.95	Dominator	9.95
Galactic Invasion	6.95	Fantasy Adventure	8.95	Solitaire Royale	9.95	P16 Combat Pilot	15.95
Indoor Sports	4.99	Fingpover	6.99	GB Air Rally	4.99	Bartardian II	15.95
Worldbench 1.3	11.99	Cross academy	5.95	King of Chessboard	8.99	Conflict Europa	19.95
		City Delance	4.95	Time Bandit	5.95		
		Fortress Underground	4.95	Academy	16.95		
		Shewick	4.95	Limbed Party	19.95		
		Tracers	9.95	New Zealand Story	13.95		
		Nord and Berl	9.99	Falcon Mission Desc	7.99		
		Allen Synthesis	7.50	Pac Mania	19.95		
		Soldier of Light	7.50	Vulcan	19.95		

**GRAND PRIZE
CIRCUIT
NOW ONLY
£16.95**

STORY SO FAR VOL HI
Thundercats: Live and Let Die
Bookings: Super Hero!
ALL 4 GAMES
£16.95

TRIAD
STARGUEN BARBARIAN
DEFENDER OF THE CROWN
RRP £28.95
**SALE PRICE
£11.99**

**PHOTO
PAINT**
No Box!
Just Once & Sealed
Instructions
RRP £79.95
**SALE PRICE
£19.95**

**BACK IN STOCK
FANTASYVIEW
ONLY
£26.95**



AMIGA

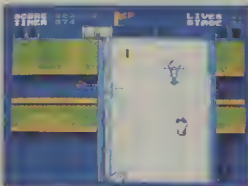
SCREEN
SCENE

ACTION FIGHTER

Apparently, this is one of SEGA's slightly larger successes. It so, how come I've never heard of it? Anyway, that's not what I'm here for. What I am here for is to tell you just how mega brilliant AF really is.

The obvious comparison I have to make is just how similar to *Spy Hunter* the game really is. You have to drive along a top-to-bottom scrolling roadway at high speed, shooting other vehicles off the road and climbing aboard the occasional truck to gain extra weapons, such as a missile which you can use to shoot down the helicopters that pass overhead and bomb you. Sound familiar?

Of course, that's not the whole story. You actually start out as a motorbike, racing hell-for-leather



A blast by bike.



or by car.

across the tarmac with your only thoughts being on one of your four missions, and staying alive long enough to finish them.

As you drive along, you have to enhance your vehicle. This is done in two ways. Firstly, you climb aboard the weapons vans that appear at random intervals and give you, in order of appearance, double shots, a missile for shooting helicopters, rear fire and temporary invulnerability.

As you race along the road, capsules float down at you, each with a letter embossed upon them. There are six to collect, lettered from A to F, collect A, B, C and D and you are granted the ability to transform into a car which, although not as fast or manoeuvrable as a bike, is much more durable and isn't so easy to destroy. Collect all six, and at the end of the roadway you'll transform into a jet car and take to the skies, where you will fly to the subject of your mission and destroy it.

The scrolling is incredibly fast, much too fast in many cases, as is the joystick response. This sudden amazing playability takes a little bit of getting used to, but once it does, AF is a very fun game to play. At last we have a 16 bit version of *Spy Hunter*.

I never saw the coin op, so I can't really make any comparisons to graphics or sound. However, the sprites and backdrops are a little on the simple side, probably because the game is, once again, an ST port. Sound is simple spot FX, there isn't anything really mindblowing about it.

A fun game, and one well worth getting hold of if you just want something fast and destructive.

Tony Dillion

SOUND 78%
GRAPHICS 80%
PLAYABILITY 87%
LASTABILITY 84%

82%

Microprose
Price: £24.99

THALAMUS



THE HITS

1986 - 1988



SANXION



DELTA



QUE-DEX



HUNTER'S MOON



HAWKEYE

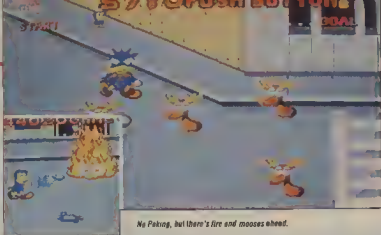


ARMALYTE

Six smash hits bringing you the very best from Thalamus' first two years. These games are so hot they've received more awards than we can mention here: Sizzlers, Gold Medals, Screen Stars, Super Stars, Hits, ACE Rated . . . It's the ultimate collection this year!

CBM 64/128 CASSETTE £12.99 DISKETTE £17.99

AMIGA

SCREEN
SCENE

No Peking, but there's fire and mooses ahead.

DYNAMITE DUX

This former aside really, could have you fooled. These ducks may be cute but defy they most definitely are not. The ducks in question here are the imaginatively named Bin and Pin, a pair who seemingly owe more in terms of genetic make up to Woody Woodpecker than to dear old uncle Donald, each sporting a quiff as fine as that of any 50's Teddyboy.

Making up the two halves of this most elite flying squad, these are ducks with a mission, to find the kidnapped Lucy and to lick the enemy all the way to the end of a hell doze levels of action. Enemy, what enemy? I hear you ask. Enough to make anyone quack. Bin and Pin find themselves faced with such awe inspiring foe as brawling sausage dogs, gangs of



Kapow, oilt, yak, yak!

field mice, pogoing alligators, moles in hard hats, jet propelled cows making the most of all that melthaus, and pigs on trolleys. Yes, that's right, pigs on trolleys and they're heading straight for you! It's enough to bring a duck down but, unless you're unlucky, certainly not out because this feathered friend packs a decidedly unimpeachable punch and as soon as the enemy gets within striking distance it's a THWACK right on the jaw before they can lay a paw on the energy bars without which the Dynamite Dux are as dead as oodles. It's a shame that the game only has one combat move but the assortment of weapons available to collect goes a long way towards making up for this. Forget the shotgun, these guys have a flame thrower tucked under their wings! In so far as coin op accuracy goes, Dux is spot on. The

graphics are nothing short of identical, with brightly coloured sprites and backdrops giving the game a real coin-op feel. Even the way different weapons behave is done as cutely as possible. Now, how on earth can you make a lethal flamethrower seem cute you might ask? With great difficulty but Activision have still managed to do it, and do it well.

The sound is perfect too. Arcade voices complement the arcade soundtrack and the spot FX are exact duplicates. So what went wrong? The gameplay.

Dynamite Dux is just a very badly designed game. You move far too slowly for an action game, and the fact that you can only make one fighting move is extraordinarily limiting. Also, it's impossible to accurately pinpoint

where the aliens actually are, due to the lack of any shadow. Even the end of level guardians are a much good, simply because you are too slow to avoid them, and most of them expand to fill the entire screen. Unfairly difficult.

There you have it. It's a game which sports great graphics and sound and it's an accurate conversion. It's simply that the original arcade game wasn't too hot to start with.

Tony Dillon

Dynamite Dux
Activision
Price: £24.99

SOUND 86%
GRAPHICS 83%
PLAYABILITY 65%
LASTABILITY 75%

71%

SPACE, MAGIC and MYSTERY. The epic journey through . . .



TIME is a visual feast, with over 100 locations and scores of animated characters. A large orbiting space station to explore, time machines to discover and journeys to make into the past. Brave the battlefields of the Crimea, escape the lions of the Circus Maximus and locate the Amulet of Merlin.

TIME is the journey of a lifetime!



Only possible for AMIGA and ATARI ST £29.99
Over 3 disks on ST and 2 disks on Amiga

EMPIRE SOFTWARE 4 THE STAIRWAYS LAINDON NORTH TRADE CENTRE
BASILDON ESSEX S31B 8QJ PHONE (0204) 541126

AMIGA

SCREEN
SCENE

I don't quite know what's happening this month that has sparked off this series of tennis game (two this month, including *Passing Shot*) but I do know that Wimbledon finished ages ago. A bit behind the times these programmer types.

Pro Tennis Tour takes the real rock end roll lifestyle of tennis, and sticks you slap bang in the middle of it. You are given a world ranking, and the idea is to improve your ranking by taking part in all the major tennis tournaments of the world against computer simulations of real players such as Ivan Lendl and Bert Becker (or is it Bob?). Obviously, the higher the player ranks, the better they are, and there are no pronto restrictions on who you get to play, which is probably how I was unlucky enough to play Ivan Lendl (seeded No 1) in my first match.

Before you play each tournament, you are greeted with a lovely picture of a famous landmark from the host country (England has Tower Bridge, USA has the Statue Of Liberty etc). Then you are pitted in the first of the three sets you have to win to move onto the next round of the tournament.

The match itself is viewed from your end of the court, just like the service sequence from *Passing Shot*, only in this game the view stays that way. Service is a matter of tapping the fire button to lob the ball and moving a crosshair to decide in which direction you want the ball to go. After that, the only real control you have over hitting the ball is just pressing fire. Your player has swing fore or backhand depending on which side of the

PRO TENNIS TOUR



New balls, please

ball he's on. You can tell where your opponent is going to return the ball by a little cross that appears on the spot where you have to stand if you want to hit the ball back. This, you might think, makes the game a lot easier. You're right.

The only real problem is that you can't move and swing at the same time. The ball takes an annoyingly long time to swing which means that to stand a chance of returning the ball, you have to be on the spot a long time

before the ball gets there — you've just got enough time in most situations. It makes the game annoying if your timing is out, and the fact is that a lot of the time your ball goes through the ball and it bounces between your legs. The ball, not the bat.

Graphics and sound are great. The animation of the character's is smooth and believable, and the spot FX are very clearly sampled. It's just a shame that the game they back up doesn't quite match. Almost but not quite. However, it's

still great fun, and well worth checking out. I don't know whether I'd rather play this or sleep with Gedy Sabatini!

Tony Dillon

Ubisoft
Price: £24.95

SOUND 81%
GRAPHICS 82%
PLAYABILITY 79%
LASTABILITY 75%

80%

C64

SCREEN
SCENE

The Amiga version will be as close to arcade perfect as possible, claim Danna, and let's hope they're right. From what we've seen from the ST version, APB's 16-bit Commodore incarnation should be a whole lot better than what is offered here. At the time of going to press, the Amiga game was having improved samples sound added, the sprites were being redone using better and full-screen scrolling was being implemented.

APB

Oh the smell of the chase! The whine of the woo-woos! The scream of the pedestrians who stupidly stray into the path of your oncoming vehicle! APB had to be the first arcade game to accurately portray the US cop driving like a lunatic and arresting as many innocent civilians as possible to get promotion quickly.

As a police officer you have certain duties to fulfil during your day's beat, and as you go along, you get more and more responsibility dumped upon you should you have to do as 'arrest' two traffic cones. On your second day you get to arrest littlebugs and so the load increases. Also you are asked to help out when certain special criminals need arresting. You're the only cop on the streets

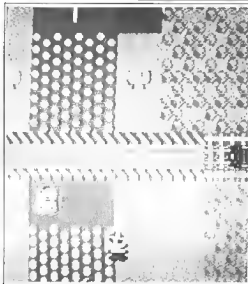
during that particular shift.

Rather than the favoured eight-way control, APB has 'rotate and push', which allows much more freedom of movement, but also takes a bit of getting used to. To arrest somebody you have to place a token over them and hold down the fire button to flash the siren. The token appears in front of your car and the faster you travel, the further in front of your car the token appears.

As you progress through the game, you can increase the capabilities of your car by visiting such illegal locations as speed shops and armours to buy physical enhancements such as better handling and higher speed capacity, as well as buying weapons to be used on some of the special criminals later on.

Graphically it ain't bad. The city is large and quite well detailed, with lots of different locations to drive to, like the level crossing where it's all too easy to drive in front of an oncoming train. The game scrolls well in all directions and all sprites are clearly defined. Sound is good too, with a nice intro tune and in-game FX, though it's a shame they had to lose the sound of your horns telling you when you're being tailgated.

The real problem is the playability. The car is easy enough to move around, but the response



Book 'em Danna!

time is slow and the collision detection is terrible. It's all too easy to try and overtake a vehicle and still end up hitting it, even though you gave it an incredibly wide berth. A vehicle can often run into you and there's no way of shaking it, meaning that it takes all your lives and loses you the game in a really frustrating way. A nice game idea, poorly ex-

ecuted. A bit more of momentum and care next time, perhaps?

Tony Dillon

Price:
£9.99 cass
£14.99 disk

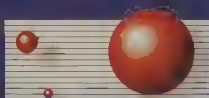
SOUND 80%
GRAPHICS 79%
PLAYABILITY 61%
LASTABILITY 60%

64%



HISTORY IN THE MAKING

Release Date: 25th October



Special Show Offers from Dynamics

See us
on stand
3451
at the
PC Show

Competition PRO
5000

Top selling joystick with arcade quality and reliability, incorporating three amazing features:

- Super sensitive microswitches - for precision control
- Dual fire buttons for left or right hand control
- Press fire also laser leads
- Rotatable pistol shaft and rubber return for smooth movement

Go with the Pro!

Special PC Show Price
£10.00
RPP £14.95

Over 1 Million Sold!

Competition PRO
5000

CLEAR

If you want a joystick that's different but has all the amazing features of the Competition Pro joystick - then this is the one for you - it has style and taste.

Special PC Show Price

£11.00
RPP £15.95

Competition PRO

EXTRA

The ultimate in the Competition Pro series incorporating -

ADDITIONAL FEATURES:

• Reset/rewind capability

• Unusual slow motion action

Save like a Pro!

Special PC Show Price

£12.00

RPP £16.49



You can save an additional £1 on these special offers at the PC Show. Cut out the voucher below and take it to our stand where we will take £1 off the special show price

Additional £1.00 off the PC Show Price

• Only one voucher per purchase • Valid only from 25th Oct to 1st Nov
• This voucher is valid against the Competition Pro joystick and the Competition Pro joystick and the Competition Pro joystick and the Competition Pro joystick

£1 OFF

C.U.

DYNAMICS marketing Ltd

A British Leader in Joystick manufacturing

COIN HOUSE NEW COIN STREET ROYTON OLDHAM OL2 6JZ ENGLAND

TELEPHONE 061 626 7222 TELEX 669705 COING

BLOODW



Here come your new neighbours

This is exactly what the games world has been crying out for, and is what A500 owners have been desperate to get their hands on for a long time. In short, a glimpse at the screen-shots will tell you this, *Bloodwych* is a one or SIMULTANEOUS two-player Amiga version of *Dungeon Master*.

The *Bloodwych* are — or were — some of the most powerful

beings in the universe. A group of immortal mages, they were all-powerful guardians until the world was taken over by a twisted entity called *Zendick*, who didn't hold with the *Bloodwych's* philanthropy. After spending many years studying the dark arts, he turned upon the *Bloodwych* and destroyed them. Using magical crystals, he summons the Lord of Chaos, whom he foolishly believed would allow him to recreate the world in the way he wanted.

Many years of great mourning have passed. *Zendick* has been in power for far too long. The immortal *Bloodwych* decides that the time has come to call *Zendick* to task. You, a *Bloodwych*, and three recruits, must travel through the concrete mazes of *McGrane*, battle the bad guys, solve all the puzzles and steal the crystals from *Zendick*.

The game looks like *DM* and plays like it, too. Controls consist of a pointer and lots of little icons. At the right hand side of the



Here comes the big, biza beast.

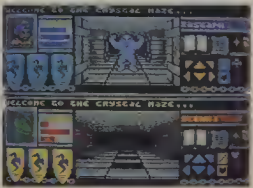


Image Works
Price: £19.95

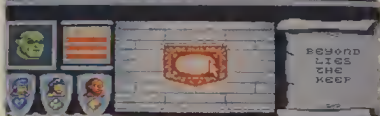
AMIGA

SCREEN
SCENE

WYCH



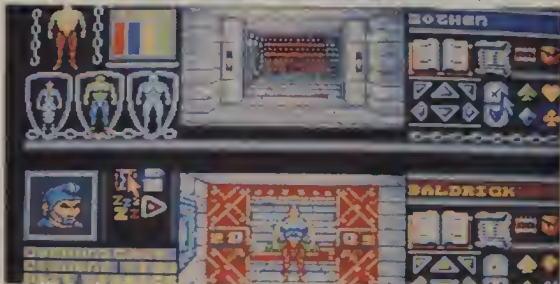
Enter at your peril.



from DM is its logical element. Every puzzle can be solved if thought out logically, which makes it much more fun than a trial and error jobby.

A deep and involving one-player game. A deep, involving and highly competitive two-player game. A thumbs up deserved if ever there was.

Tony Dillen



Open... Astaroth.

screen are all the controls for casting spells, opening doors and manipulating inventories. On the left hand side are pictorial representations of your party, plus a record of any battle damage that

may have been incurred.

Bloodwych seems to be far more varied than DM ever was. The further you get into the game, the more depth you realise it has. One thing that has been salvaged

GRAPHICS 86%
SOUND 78%
PLAYABILITY 87%
LASTABILITY 89%

86%

LASER SQUAD



C.U.
Screen
Star



BUY THE BEST

BLADE

"Laser Squad is one of the best games to appear."

Commodore user



"It's one or two player tactical warfare situation with great graphics, sound, playability and hookability to boot. One player it's great, two players it's unbeatable!"

C+VG

BLADE SOFTWARE LIMITED

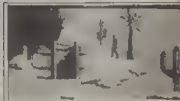
BROOKLANDS NEW ROAD, ST IVES, CAMBRIDGESHIRE PE17 4BG TELEPHONE 0480 496497

Available: Amiga £19.95, Atari ST £19.95, PC: £24.95, Archimedes £24.95, C64 cass. £9.95, C64 disk £19.95, Amstrad CPC cass. £9.95, Amstrad disk £19.95, Spectrum cass. £9.95, Spectrum disk £19.95 and MSX £9.95

C64

SCREEN
SCENE

TUSKER



Enter in and take your chance

Here comes System 3's *Tusker*—a game which is all about elephants. More specifically, it's about getting yourself to the Elephant's Graveyard, where lies a whole sties of Ivory worth mucho mpouah.

What do you look like? Well, a bit rough actually, you're stubbly and hunched. Anyway, for the C64, *Tusker* comes in three-part multibled form and kicks off in the desert where you half expect someone to pop up with a Turkish Delight—but they don't. Instead you get crazed Bedouins with swords and zombie-like tribesmen, anxious to chop you up for lunch. Luckily, you're a mean mulha, but each time you're hit, you lose valuable points and a lot of blood. Because you're a colonial whirly, you also get to shoot lots of foreign-looking sprits.

As things hot up the weapons pile up. You're an ace explorer, so it comes as no surprise to learn that you can carry a whole lorry-load of weapons on yer lod. You've got the whole works—machete, pistol, sling, dagger—and can select one by highlighting a weapons box at the top of the screen. En route to the Elephant's Graveyard you'll need to pick up hip flasks and various magic charms to see you through to stages two and three.

Further into the game there are a whole stack of horrors to confront you like the evil monsters of the marsh who suddenly leap out, do their damndest to send you into the next world and jut as quickly disappear; pogoing skulls and, a nice touch this, exotic idols which blub tears which could seriously damage your health. After this, its mainly lots of prehistoric monsters on the rampage or giant meal-eating plants.

I'd fit the graphics for *Tusker* way into the adequate category. The sprites are pretty but pretty average shaped, maybe even a little on the small size, and it's because of the size that they're so blocky. The backdrops are pretty enough, but they do get a bit repetitive.

A suitably jungle soundtrack plays throughout, with lots of bongo drums and Tarzan soundtrack noises, you know the sort of thing you get playing all the way



through "Carry On In The Jungle Oh No Meltron", Spot FX here and there are added.

An enjoyable enough romp, but nothing really outstanding. Worth buying, but not worth queuing for.

Tony Dillon

SOUND 81%
GRAPHICS 73%
PLAYABILITY 74%
LASTABILITY 67%

77%

System 3

Price:

£9.99 cass

£14.99 disk

AMIGA

SCREEN
SCENE

KINGDOMS OF ENGLAND



Whoever so conquers this land.

Gainstar
Price: £24.95

eye-pleasin' action. Now Geinster prepares to do battle in the medieval games market with *Kingdoms Of England* — complete with multi-player option and an allegedly complex gameplay — or is it? Unfortunately *Kingdoms Of England* lacks most of the gloss that helped make DOTC such a roaring success. Gone are the glitzy interlude pictures, glamorous women and valiant sword fights. All in living breathing technicolor.

Kingdoms Of England sends you time-travelling back to 1421 and a time when England is divided into 63 conquerable provinces. Each area has a Tax value

Back in days of yore, when knights were bold and the ozone layer was a good deal healthier than it is now, Cinemaware released *Defender Of The Crown*. Cast your minds back to 1985 and you'll remember it as a nifty amalgam of strong graphics, ear-pleasin' sounds and

showing how much revenue the owner can collect and a Terrain value detailing how easy or hard the area is to traverse with an army. In addition, you are also told who owns the land you wish to conquer and how big an army he has. Blimey! That's not all. For instance, prior to battle, you can travel to the local town and recruit more

men, at a price, split your forces allowing you to attack on as many fronts as you choose and even build your own castle.

When you finally get down to business and are about to let fly with bows and arrows, *Kingdoms Of England* features a Quick Battle Mode which numerically decides the outcome of battle allowing you the options of surrendering or retreating. You also have some say in what the catapults are directed at. For fully-fledged battle you may move your troops and fire your catapults as you wish.

If you don't let the computer will sort something out for you. And that's about it. Conquer a set percentage of Britain without getting flattened. Every six months there's the intermediate richness tournament between the local barons which helps break the monotony.

The main conquest side of *Kingdoms* is nothing more than a small scale wargame, being rather adept in that field (modest, eh? Ed). I was finally proclaimed as King on my third go. Who says persistence doesn't pay off?

Graphically, *Kingdoms Of England* is a definite thumbs-down situation with carefully sketched colour maps, some very convincing castles and the archery competition will please the most jaded eyes. But it would have been nice to have more of game and less attention to the few tiny edges.

All in all, a right royal effort. All together now, three cheers for the King!

Mark Patterson

SOUND: 78%
GRAPHICS: 85%
LASTABILITY: 59%
PLAYABILITY: 65%

61%

DYNAMITE

DÜX

When little Lucy is stolen by the terrible Achacha her two friends BIN and PIN really do get angry! They determine to get her back. You can help either BIN or PIN take on many different types of baddie. Be warned! these baddies are especially evil and very cunning! Like Sumo Pig, Snappy Dogs, Boxing Crocs, Furry Rat, Rollerskating Cats and more!

But both BIN and PIN have simply *incredible* punches! When they land a punch **KERPOW!** no one stands up. With water spouts, volcanoes and walls of fire to stop you, what do you think will happen when you get your hands on Achacha?

Just remember, Lucy needs you!



 **ACTIVISION**



Shadowed by a mysterious Zappelin

SHADOW OF

For something this low on hype, *Beast* has an above-average price. But with this big a package, it's not surprising they had to bump up the price a little. The box itself is a lot larger than usual, exactly twice the size of a usual Psychopse box, in one side of the box you get the game and all the blurb, plus a poster of some ORIGINAL ROGER DEAN artwork. In the other side of the box you get an extra large full colour *Beast* T-Shirt, with yet another SPECIALLY COMMISSIONED PIECE OF ROGER DEAN ARTWORK!!! I don't know about

you, but, arguably, two whole original pieces of Roger Dean artwork for only £35 is pretty good going. But what about the game? Everything about *Beast* is as lavish as it possibly could be. The plot isn't a plot, it's a novel. You were stolen from your parents by

the evil lords, who then proceeded to make sacrifices of your entire village. Then, by using strange potions, they transformed you

Here come the spiky heads



Price: £34.99

AMIGA

GREEN
ZONE

Time to rock out.

THE BEAST

from a normal human to a strange, disfigured creature, with incredibly enhanced speed and strength. They also wiped your mind, so that you wouldn't remember your parents. Or so they thought. Slowly, you have remembered. And now you're out for a spot of

revenge. This is where you, the player, take over. Race through over 350 scrolling screens of pure beat-'em-up action.

The graphics are lavish in every sense of the word. One thing that has been stressed time and time again is that the game was designed as an Amiga game, and so pushes the capabilities of the Amiga far more than a straightforward port would. For a start there are over 127 colours on screen at once, and on the outside scenes there are no less than 13 layers of perfect parallax in both the ground and the sky. The sprites are large and gorgeously defined, but it's the backdrops and the incidental skills which steal the show. At last we have an Amiga product that's approaching what the Amiga is really capable of.

The sound is truly brilliant. Easily

by the best thing David Whittaker has ever written, over 900k of the stuff, and all of it sampled directly from a KORG M1 keyboard.

The only thing this game isn't amazingly lavish on is the gameplay. There just isn't enough variety. You can only move in four directions (use of ladders included) and the only move you can make is a punch left or a punch right. Now, being as this is a beat-'em-up, this is a bit of a pity.

Shadow of the Beast has superb sound and graphics — perhaps the best ever on a game. What it is limited on, though, is gameplay. Nevertheless, a fantastic game. Shadow of the Beast may not be a name that will be on the tips of our tongues in five years time, but for the moment it sure seems stunning.

Mark Patterson

SOUND 92%
GRAPHICS 94%
PLAYABILITY 78%
LASTABILITY 72%

84%



BDL

POWER CARTRIDGE

FOR YOUR COMMODORE

64 128

EXTENDED BASIC
DISK TURBO
TAPE TURBO
MACHINE CODE MONITOR
PRINTER INTERFACE
RESET AND FREEZE
TAPE AND DISK BACKUP
TAPE TO DISK CONVERSION
42 PAGE MANUAL

* BASIC TOOLKIT

27 extra commands. AUTO, AUDIO, COLOUR, DEEK, DFLETÉ, DOKE, DUMP, FIND, HARDCAT, HARDCOPY, HEXS, INFO, KEY, PAUSE, PLIST, ILOAD, RENUMBER, REPEAT, SAFE, TRACE, UNNEW, QUIT, MONITOR, BLOAD
RENUMBER: Also modifies all the GOTO's GOSUB's etc. Allows part of a programme to be renumbered or displaced
PSET: Set up of printer type.
HARDCAT: Prints out Directory

* DISK & TAPE TURBO

Loads & Saves tape 10 times faster and disc six times

* POWER MONITOR

Leaves all of your Commodore memory available for programming
Also works in BASIC-ROM, KERNAL and I/O areas
A Assemble; C Compare; D Disassemble; F Fill; G Go; H Hunt, I Interpret; J Jump; L Load; M Memory; P Print; R Register; S Save; T Transfer; V Verify; W Walk; X Exit; \$ Directory DOS Commands

* PRINTER INTERFACE

Compatible with Seren/Centronics Printers
The HARD COPY function automatically distinguishes between HIRES and LORES. Multi-colour graphics are converted into grades of gray
The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.

* RESET & FREEZE

Press Reset button and SPECIAL MENU appears on screen CONTINUE — Allows you to return to your program. BASIC — Return to BASIC
RESET — Normal RESET. TOTAL BACKUP DISK — Saves the contents of the memory onto a Disk. The programme can be reloaded later with BLOAD followed by CONTINUE. RESET ALL — RESET any of programme. TOTAL BACKUP TAPE — As BACKUP DISK but to TAPE
HARD COPY — At any moment, prints out a Hardcopy of the screen
Using CONTINUE afterwards you can return to the program
MONITOR — Takes you into the Machine language Monitor

Tel: 091 4901975 and 4901919 Fax: 091 4901918

To order, Access/Via welcome — Cheques or P/O payable to BDL (Dept. EH)

Price: £14.99 incl. VAT

UK orders add £1.20 Post/pack total — £16.19 incl. VAT

Europe orders add £1.50. Overseas add £2.50

Satisfaction guaranteed. Return within 10 days if not fully satisfied.

BDL Devices Ltd does not warrant or accept liability in advertising this machine or for any persons' responsibility of copies or alterations of any program, data or other material supplied. The user of the Power Cartridge must obtain the necessary permission for the copying of such copies or alterations. BDL and copyright and other rights reserved. BDL UK, Copyright Design and Patent Act 1988



ONLY
£14.99
INCL. VAT

Tried & tested
over 100,000
sold in Europe

Trade and Export
enquiries
welcome

You will wonder how
you ever managed
without it

BDL

89 Bowrick Road
Gateshead
Tyne and Wear
NE8 1RS, England

Bitcon Devices Ltd.

SOFTWARE CITY

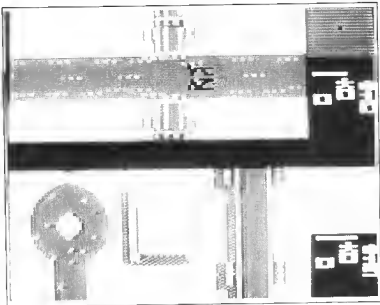
CALL US ON
0785 41899
0922 24821
0902 25304
ACCESS
VISA

We welcome customers at
SOFTWARE CITY
1 GOODALL STREET
WALSALL
Tel 0922 24821

SOFTWARE CITY
3 LICHFIELD PASSAGE
WOLVERHAMPTON
Tel. 0902 25304

[illegible]

C64

SCREEN
SCENE

FIRE POWER

Fire Power is minisaisic. You take control of a tank and have to locate the enemy base, find the flag and return it to your home base. Your progress will be hindered by your

Grid-like and repetitive.



Micro Illusions
Price:
£14.95 disk

opponent's helicopters and gun emplacements.

On the way you can rescue POW colleagues that have been captured and squelch enemy agents under your tank tracks. You can play against the computer or a friend. With the solo game, the playing area takes up most of the screen. All you have to do is find the flag and return home watching out for mines, guns and helicopters on the way.

In the two player mode the playing area is split into two, each half showing one player's tank. In this mode look out for enemy tank and hazards. There's also a race involved: get your opponent's flag before he gets yours...

Fire Power is instantly playable. A truly excellent control system makes manoeuvrability easy, and the simplistic nature of the game means that you can get straight into some serious warfare.

Sadly, the rest of the game doesn't match this standard. The graphics, apart from being somewhat limited, are simple and could have been greatly improved in all respects. The sound effects are also unvaried: a dull throb that passes as the roar of the tank's engine, a few explosions — but very little else.

Each time you start a new game a map is randomly chosen by the computer. This helps add a touch of variety and to extend Fire Power's appeal. But what really lets the game down is that it's just too difficult. Randomly placed mines often make your task impossible and you often find yourself unable to move because of a bug in the program.

All in all, a game with a lot of potential but very little of it is used.

Mark Mainwood

SOUND 48%
GRAPHICS 57%
PLAYABILITY 73%
LASTABILITY 60%

57%

A TITANIUM BLADE

A HEART OF STEEL

STRIDER™

Available on:
IBM 64/128 & AMSTRAD
Cassette & Disk
SPECTRUM 48/128K Cassette
ATARI ST, CBM AMIGA &
IBM PC & COMPATIBLES

THE ONE
84%

ATARI
T-CAST

ACE
HIT!

GAPCOM

U.S. GOLD

© 1988 GAPCOM CO. LTD. Manufactured under license from GAPCOM CO. LTD. JAPAN. Characters and Creatures are trademarks of GAPCOM CO. LTD. All rights reserved. All other trademarks are the property of their respective owners.

ONE MAN — ONE SWORD — ONE FREE WORLD!

DATEL ELECTRONICS

DATA RECORDER



- ✓ Quality Commodore compatible data recorder
- ✓ Pulse control, counter, etc.
- ✓ Suitable for 64/128
- ✓ Read now for quick delivery

ONLY £24.99



SPRINT 128

- ✓ Full feature Centronics Printer interface.
- ✓ Connect your 64/128 to a range of full size Centronics Parallel Printers.
- ✓ Easy to use - supports Commodore Graphics 54.
- ✓ Onboard Microprocessor Chip means no power programmer to load.
- ✓ Works with most applications
- ✓ No need to buy!

ONLY £29.99

EPROM ERASER

- ✓ Erases up to 4 Eproms at once
- ✓ Small size with built-in timer
- ✓ Saves the in your pocket!
- ✓ Comes complete - no need to buy!

ONLY £39.99

ROBOTEK 64



MODEL & ROBOT CONTROL MADE EASY.

- ✓ 4 output channels used with onboard relay
- ✓ 4 input channels each fully buffered TTL input meaning
- ✓ Analogous input with full 8 bit conversion.
- ✓ Voltage input for video control.
- ✓ Software features: test mode/ analogue measurement/ reduce activity/digital readout etc

ONLY £39.99

INCLUDING HARDWARE/SOFTWARE/ MIC. ETC./STXTS TAPE OR DISK/.

MIDI 64

FULL MIDI INTERFACE FOR THE 64/128 AT A REALISTIC PRICE.

- ✓ MIDI to/MTD Chrs/2 a MIDI out
- ✓ Compatible with most leading software packages

ONLY £29.99



DIGITAL SOUND SAMPLER

- ✓ The new sampler allows you to record any sound digitally into our easy 8 then supply it with autotuning effects.
- ✓ Playback forwards/backwards with auto/variable/trigger modulation
- ✓ New with full sound editing mode to produce outstanding effects
- ✓ Full 8 bit D to A & ADC conversion.
- ✓ MIDI compatible with suitable interface (for Data out for £29.99, see ad.)
- ✓ Live effects menu includes real time display of waveforms
- ✓ Also in/air to/line out/feedback control
- ✓ Powerful sequencer with editing features
- ✓ Load/save sample. Up to 8 samples in memory at one time
- ✓ Complete software/hardware package. Tape or Disk (phone data)

ONLY £49.99

COM-DRUM

DITAL DRUM SYSTEM

- ✓ New you can turn your digital sound sampler into a digital drum system
- ✓ 8 digital drum sounds in memory at one time
- ✓ Complete with 3 drum kits. Real drum sounds and synthesized
- ✓ Create superb drum rhythms with real 8 step time
- ✓ Full editing. Mass drive. Load/Save facilities
- ✓ Output to hi-fi or through TV speaker.

ONLY £9.99

STXTS TAPE OR DISK

COM-DRUM

EDITOR

- ✓ 24 drum sounds supplied on disk to enable you to construct your own drum kit
- ✓ No strange sounds supplied with a Com Drum to make new bits.
- ✓ Load/save facilities.

ONLY £4.99 DISK ONLY

PARALLEL PRINTER CABLE

- ✓ Connects full size printers to the parallel port of your 64/128.
- ✓ Many programmes and cartridges (Action Replay/Flash Cartridge etc.) will drive printers from this port

ONLY £12.99 COMPLETE

A TOTAL MIDI MUSIC PACKAGE



SAVE OVER
£70

UNBEATABLE VALUE PACK - THE YAMAHA 885 10 FM MIDI COMPATIBLE SHOULDER SYNTHESIZER, THE ADVANCED MUSIC FUND SOFTWARE & ROM (STXTS) PLUS FREE MIDI CABLES TO CONNECT EVERYTHING TO YOUR COMPUTER SYSTEM

FREE MIDI CABLES

YAMAHA 885 10 FM SYNTHESIZER KEYBOARD

- ✓ Superbly styled guitar-type keyboard with shoulder strap.
- ✓ Top quality breadboards.
- ✓ 3.6 octave keyboard.
- ✓ 28 built-in instrument and rhythm choices.
- ✓ Ona FM synthesizer.
- ✓ Full MIDI standard.
- ✓ Superbly styled guitar-type keyboard with shoulder strap.
- ✓ Requires 6 "C" batteries or AC/DC adaptor.

MUSIC SYSTEM

- ✓ A full feature Music Studio with MIDI.
- ✓ Editing and sequencer features.
- ✓ Many features - too many to list!
- ✓ Carry, disk only.

MIDI INTERFACE

- ✓ MIDI In/Out/Thru.
- ✓ Simply plug in.

FOR ONLY

£99.99

NO MORE TO BUY!!



RESET CARTRIDGE

- ✓ Unshippable reset button.
- ✓ NOTE: some port charger type reset buttons offered by others are not compatible
- ✓ Resets even so called "non-volatile" programs
- ✓ Add power from magazine etc.
- ✓ Simply plugs in to cartridge port.

ONLY £5.99

3 SLOT MOTHERBOARD



SAVE WEAR & TEAR ON YOUR EXPANSION PORT

- ✓ Will support three cartridges on its high grade PCB
- ✓ Switch in/out any slot.
- ✓ Fully buffered
- ✓ Reset button and on onboard safety fuse

ONLY £16.99

TOOLKIT IV

THE ULTIMATE DISK TOOLKIT FOR THE 1540/1541

- ✓ A disk toolkit in an absolute must for the serious disk hacker. Toolkit IV has more features than most far less
- ✓ DVC DOCTOR V2. Read & write any track & sector including extra 8 unnumbered tracks. Repair damaged sectors
- ✓ HEADER/GAP EDITOR. Decodes & displays ALL header information including off bytes & header gap. Rewrites the entire header & header gap. Remembers sectors. Also edit any sector table gap
- ✓ DISK LOGS. Sort directory. Recover lost time. Display file start/end addresses. Disassemble any file program directly from the disk to SCREEN or PRINTER including undocumented opcodes. Edit hex.
- ✓ PAST FILE COPY. Selective file copy. Works of up to 8 times normal speed
- ✓ PAST DISK COPY. Copy an entire disk to 2 sectors or less using logical (B4).
- ✓ FILE COMPACTOR. Can compact machine programs by up to 50%. Save disk space
- ✓ FORMATTER. 10 second format to sector disk or format any individual track or half track 0 to 41.
- ✓ EXPERT EDIT. Quickly find & rewrite all read errors including extra 8 unnumbered tracks or sectors & half tracks from 0 to 41.

ONLY £9.99

DATTEL ELECTRONICS

THE ULTIMATE GRAPHICS PACKAGE...



SPECIAL OFFER PACK!



INCLUDES FREE MOUSE MAT/HOLDER WORTH £12.99

COMMODORE 1351 MOUSE

▼ 1351 Mouse is a high resolution two button mouse featuring optical casing, toffee guides, microswitches, rubber coated ball and high quality interface.

▼ When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...

- ▼ Creates an image, shrinks it, expand it, move it, rotate it, copy it, mirror it etc., etc.
- ▼ Binary patterns or shades, make elastic lines, stretch and manipulate shapes
- ▼ Zooms in to add detail in fine mode

- ▼ Pull-down/lock device means for easy set up
- ▼ Mouse operation, plus joystick and keyboard control.
- ▼ 16 pins, 6 wires, 16 buttons - so flexible anyone can create superb graphics easily

COMPLETE WITH

ADVANCED ART STUDIO™

ONLY £29.99

TOTAL PACKAGE INCLUDING 1351 MOUSE/MOUSE MAT/HOLDER AND OCP ART STUDIO

- ▼ Full cut and paste facilities plus excellent printer support
- ▼ Pixel edit, font editor, flip, invert, rotate, mirror or textured fill and professional manual make Art Studio simply the best graphics package for the Commodore (please email Tap or Disk)

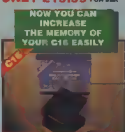


VIC 20 RAMPACK

- ▼ Simple plug in memory expansion cartridges for your VIC 20
- ▼ Never be short of memory again!
- ▼ Two models available - 128K or 512K
- ▼ Both models are switchable for various memory settings i.e. 32K, 128K, 24K, etc.
- ▼ Many VIC programs require extra RAM - this is your answer.

ONLY £14.99 FOR 128K

ONLY £19.99 FOR 512K



C16 RAMPACK

- ▼ Plug in RAM cartridge gives you up to 128K EXTRA MEMORY!
- ▼ That's over 28K free for Basic and even an extra 128K in HiRes mode!
- ▼ Plug in to memory expansion part - then just switch on.

ONLY £14.99

EPROM ERASER

- ▼ This heavy AC/DC Eprom Eraser will erase up to 4 chips quickly and easily
- ▼ Built-in timer and safety switch on cover
- ▼ Superbly styled - small enough to fit in pocket - even in HiRes!
- ▼ Works from built in battery (supplied) or from AC/DC adaptor if required.

ONLY £39.99

LIMITED NUMBERS AT THIS AMAZINGLY LOW PRICE!

256K SUPEROM EXPANDER



- ▼ Select instantly from 6 sockets which accept up to 32K EPROM each.
- ▼ Program your own EPROMs using the EPROM programmer.
- ▼ No need to have lots of cartridges - just make a selection from the Superom array.
- ▼ Fully means driven as power up
- ▼ Select any aim under a few seconds
- ▼ Unique EPROM generator features will take your own programs - basic or w/e - 5 lines then into output EPROMs (EPROM burner required)
- ▼ Accepts 2764/27128/27256 EPROMs
- ▼ On board wipeable reset.
- ▼ On Board operating system - so programs to load.

ONLY £29.99

EPROMMER 64



- ▼ A top quality easy-to-use EPROM programmer for the 64/128
- ▼ Fully owns a driver software/hardware package makes programming/reading/verifying/copying EPROMs completely itself

- ▼ Will program 2716, 2764, 27128 & 27256 chips, 12.5, 21 or 25 volts.
- ▼ Fits into same port for maximum compatibility with cartridges/Supernum Board etc.
- ▼ Full test use system - all functions covered like device check/verify
- ▼ We believe Eprommer 64 is the most comprehensive, most friendly & best value for money programmer available for the 64/128.
- ▼ Ideal companion for Supernum Board, Cartridge Development System, our kernel expander or indeed any EPROM base project
- ▼ Comes complete with instructions plus the cartridge handbook.

ONLY £39.99 COMPLETE

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE	BY POST	FAX
		
0782 744707 24hr Credit Card Line	Send cheque/P.O. made payable to "Datel Electronics"	0782 744202
		UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £5

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS

CALLERS WELCOME Please reserve goods by telephone prior to visit

DATTEL ELECTRONICS

**DATTEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.**

SALES ONLY
0782 744707

TECHNICAL ONLY
0782 744324

CHEAPO

Something of a disk special this month for cheapies, and only one new 64 release. Come on guys, let's see something other than re-released licences.

ALIEN SYNDROME

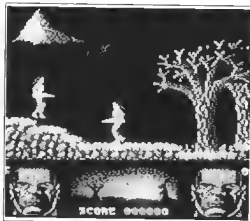
64
Rad

I remember an excited young Mark Patterson telling me about this a couple of years ago, and after seeing the coin op, I had to agree that it was a very, very good game. The Edge/Saitek/ACE or whatever they were calling themselves at the time got the conversion, and a bloody good job of it they did too.

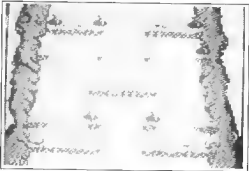
Gauntlet-like in presentation and game style, you and a friend were given the penous task of noddng a space station of unusually shaped aliens. What sort of shape is unusual for an alien, you might ask. Well, these aliens are shaped exactly like poo poos!

The scrolling is smooth, as is the animation of all the characters. Some of the sprites are a little blocky, but the game as a whole most definitely has all the atmosphere of the original. The great spat FX help that along too. Great.

(80%)



Storm Warrior



Bomb Jack

STORM WARRIOR

64
Encore

These original budget games are becoming a bit of a rarity these days. We've got one of

henchmen and traverse the terrible traps in your quest to rid the universe from evil once and for all. The only thing that can save you now is your sword skill, or so the plot says.

Funally enough, I couldn't find any point at which I had to actually use skill. At all points, it seems to be just a matter of holding the joystick in a certain direction and let your on screen personage hack away constantly. Which, I might add, he does very smoothly.

Basically, SW is just a very dull Barbarian clone. I wouldn't waste the money on it. The only thing it really has in it's favour is the energy meter. At the bottom of the screen is a picture of a graveyard, and the more hits you take, the further along the graveyard the character of death walks. Still doesn't merit purchase, however.

SABOTEUR II

64
Encore

The original Saboteur has been killed by the evil forces of Sammyhogar, and the time is upon you to avenge his death. You are the aster of the Saboteur, and the mission you have before you is far far greater than the one of your deceased relative.

For a start, the map is much, much bigger, and much more of a maze. The bad guys are tougher, and there are more of them. However, dispatching of thugs and hitting dogs with bricks is all in a day's pay for a trained assassin, that family favourite, the Ninja.

Even though the map is huge, it's got enough variety to

them this month, and even that's far from brilliant. You are the Storm Warrior, and you are the only hope of saving the world from a perpetual reign from evil.

Enter the castle of Sotan himself, fight his ghostlike

ROUND -



Turbo Esprit

keep it from getting samey. A map is essential, as there are more than one or two one-way situations, such as falling a great height. The sprites aren't the best animated ones in the world, and they are slightly smaller than the original's, but this doesn't spoil the game too much.

There's a lot there, and an absolute bargain at the price. Looks like it's cheapo of the month! (81%)

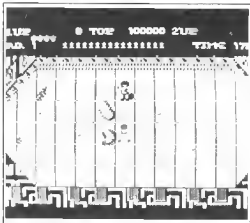
BOMB JACK 2

64

Encore

What I want to know, and could somebody please explain to me why *Bombjack 2*, the sequel to that amazingly popular chartbuster *Bombjack*, has the theme tune for *Thundercats* as its in game tune?

Aside from that little puzzler, however, I think it's only fair to say that *BJ2* is crap, pure and simple. The idea is the same as before, leap from platform to platform collecting all the pads on each level, only now you can fly. You can only leap straight up and straight down provided there is a platform directly above or below you. This is just a little bit restricting. The other real restriction is the fact that there are only two screens, one really easy, and



Alien Syndrome

the other amazingly difficult. This shows nothing more but poor design.

And that's a term that applies equally well to the graphics. Small and blocky, they carry none of the character of the original. Surely the 64 deserves better than this? (35%)

DEEP STRIKE

64

Encore

Well, the idea's original. Fly a WW1 biplane, and use it to defend another WW1 biplane, which has been given the task of bombing the enemy. Fly through a crowded sky, full of barrage balloons, enemy fighters and flying bullets. Shoot at the enemies with your chain-guns, but be careful not to hit the plane you're defending, else it'll plummet to earth, nothing but a mess of flames.



Deep Strike

the car of the title, and pits you as a drugs cop with a mission. There's a bust going down tonight, and it's your job to stop it. Use your computer-controlled map and the constant datalink with base to keep track of the four pick up cars and the armoured car. Follow carefully and arrest each delivery car AFTER it's made its pick up by gently bumping one to a stop, and then go after the armoured car. But don't let them see you, they will flee the city, leaving you with egg on your face.

Or could that be a graphic, who can tell. The scrolling is unbelievably slow, the update is appalling, there's no sense of speed at all, response time is disgusting and basically it's a mess from start to finish. What went wrong? (35%)

SOLDIER OF LIGHT

64

Rad

Soldier of Light, or *Xan'd Sleno* as it's known in its native Japanese, had to have had the most unusual graphics system ever. Cut out paintings moved smoothly around over glorious backdrops, the only problem being that they looked like they were just stuck on, not being any part of the backdrop.

This has flickery sprites, loads of blocky graphics and almost no playability. The sound is the only thing that's recognisable from the coin op. An abomination upon release and a true bastardisation of what was a fun coin op. (41%)

The only real problem with *Deep Strike* is that it originally was a dated Spectrum game. This might not seem so bad, but it still is a dated Spectrum game. The limited colour palette and jerky movement shows that. But it also plays very limited. After the first go, you do find yourself getting a little bored as you find less and less exciting do. A poor product, maybe it was strong at time of release, but then again that was a while ago. (52%)

TURBO ESPRIT

64

Encore

Turbo Esprit has to have been one of the best games ever to appear on the Spectrum. The idea was truly original. Surely it could only benefit from the Commie's technically superior sound and graphics.

Or maybe not. *Turbo Esprit* seats you behind the wheel of

UP

CS UPDATE

More divine intervention, gothic Faery tales, Ninjas and tennis to boot. Who says CU is variety shy? It wasn't the vicar that's for sure. Most of them highly rated, there are games here for everyone.



POPULOUS — THE PROMISED LANDS

**Electronics Arts
AMIGA**

Hiding away in the back of the mind of yer average *Populous* player is the thought, "I've conquered this universe and been pronounced invincible, but it just isn't enough. I need more people, more power, more land..." Here's your chance. The promised lands Block World, Lego land, Lego people and very Legosy death! Silly Land, where you improve your score by destroying buildings, Wild West Land, with its cowboys and Indians, the French Revolution complete with guillotines, and Bit Land — your user friendly computer

world. All this for a tenner? Blimey vicar!

An excellent good value package with all the thrills, spills, tears, bloodshed and creation of the original, portrayed in a slightly more light-humoured way. A definite purchase for anybody who bought and enjoyed the original *Populous*. **90%**

FAERY TALE

**Micro Illusions
64/AMIGA**

Some of you may not be old enough to remember when this one came out. I know I'm not. Of course, now it's a bit cheaper. *Faery Tale* cost almost 50 quid first time around — but in all honesty, I think I can safely say it was



worth it. And now, at the mere ship of £19.95 it's a must.

Faery Tale is packaged with all the usual garb, and so an arcade adventure of this sort should be. And what an arcade adventure it is. Eightway scrolling, with a map size of 100 screens by 140 screens, it proved so big even Mark I can finish that Patterson had difficulty completing it. The only thing I can think of to even rival it would be *Times Of Lore*, and if you've seen *TOL*, let me tell you that *Faery Tale* is every bit as good.

Obviously the graphics on the 64 version aren't quite as highly detailed or as distinctive as those on the Amiga; but that doesn't stop it from being a highly playable and involving romp. I love it to bits, and it looks like I'm going to love it for quite a while yet!

**(64) 79%
(Amiga) 87%**



SHINOBI

**Virgin Mastertronic
64**

After the slightly disappointing Amiga conversion the 64 version is a much closer and a much more playable incarnation. Play the same warrior Ninja with amazing powers, and do battle against some evil lord and his minions.

The scrolling is pixel smooth, and so it should be, for wasn't the 64 designed to scroll? The sprites are very well-defined, as are the backdrops, and together they easily capture the spirit of the arcade game. The sound's all there too, minus the in-game tune, but it's a 64.

Jumping between levels is

activated by holding down the fire button and pressing up. Easy enough, except your Ninja doesn't jump until you centre the joystick, quite often it just doesn't work, and in a position when timing is crucial, this does slow you down a bit. If they could just correct that little playability bug, it would be a better conversion. **76%**

PASSING SHOT

**Imageworks
AMIGA**

Passing Shot claims on the packaging to be "the most accurate simulation... to appear". As far as I'm concerned that's a contravention under the Trades Description Act. Sega's arcade game had a major design fault in that it transfers the view rapidly from a straight on, observer's position to an overhead one. Imageworks conversion takes the problem from bad to worse by making the screen scroll back so slowly that when it reveals the back of the court it's far too late to move your player if he's out of position.

In short this is an unmitigated disaster. The ball loops high into the air, not unlike that diet Coke advert doing the rounds, and then fails to bounce at all.

Realism is nowhere to be found. Sound is completely incompetent and it has a set of garish colours the LTA would ban for contravening the rules of good taste.

If you're after a great sim, *World Tennis* on the PC Engine has to be seen to be believed. It's probably the best sport simulation yet created for a home computer. A hundred and seventy-five pounds for a console and a copy of the game might seem like poor value for money, but it can't be any more outrageous than this. **56%**

TERRY'S BIG ADVENTURE



Terry's Big Adventure is a one player, left to right, smooth scrolling, jump and run game with superb music, sound effects and excellent graphics.

Terry is a small, energetic character who is an expert with a yo-yo. His adventure takes him through 12 levels where he encounters numerous obstacles such as hedgehogs, snails, bridges, rivers and poisonous mushrooms that pop up at the least expected moment! Armed with his yo-yo or rocks, Terry must slay the enemies to be able to continue on his adventure.

Included in the game are hidden bonus levels, extra lives to gain, and objects to find to increase time.

Very compulsive arcade gameplay.



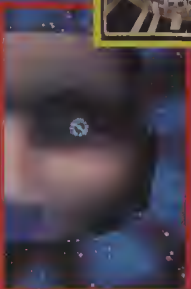
AVAILABLE ON:

ST & AMIGA £14.99

C64 DISK £9.99 C64 CASS £6.99

MID SEPTEMBER RELEASE

• TRIVIA •



C64 SCREEN SHOTS

Trivia - a one player general knowledge trivia game based on the customary pub-style arcade games. There are a whole range of questions from art and literature to leisure, sport and entertainment and all are 3 option multiple choice.

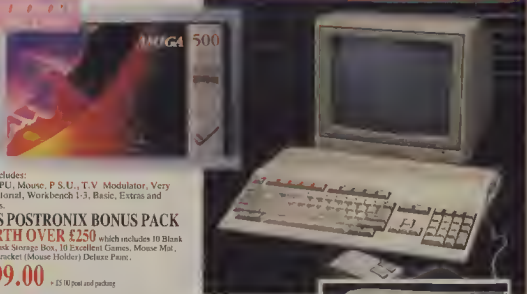
With humour, 2 excellent soundtracks, colourful graphics and a fast pace that will ensure you are continually kept "on the ball", Trivia is the ideal game for all the family and who knows... you might even learn something.

©1989 SHADES
56-59 LESLIE PARK ROAD
CROYDON SURREY
CRO 6TP
TEL: 01-655 3494



AVAILABLE ON: ST & AMIGA £14.99
C64; AMSTRAD & SPECTRUM DISKS
£9.99 C64; AMSTRAD & SPECTRUM
CASS £6.99
MID SEPTEMBER RELEASE

THE AMAZING AMIGA...



Pack Includes:
A500 CPU, Mouse, P.S.U., T.V. Modulator, Very First Tutorial, Workbench 1-3, Basic, Extras and Manuals.

PLUS POSTRONIX BONUS PACK

WORTH OVER £250 which includes 10 Blank Disks, Disk Storage Box, 10 Excellent Games, Mouse Mat, Mouse Bracket (Mouse Holder) Deluxe Paint.

£399.00 + £5.00 post and packing

AMIGA 500 PLUS DISK DRIVE Instruction Manuals, Extra Disk, Workbench 1-3, The Very First Tutorial, T.V. Modulator, Photon Paint, Mouse PLUS additional Amiga Compatible Disk Drive and 10 Blank Disks.

£449.00 + £5.00 post and packing

AMIGA 500 + 1084S STEREO/COLOUR MONITOR
(including the Amiga 500 deal) **£649.00**
+ £10.00 post and packing



1084S STEREO/COLOUR MONITOR
Compatible with PC, Amiga, C64c, C128
£259.00
+ £5.00 post and packing



MPS 1200P

£229.99
+ £5.00 post and packing

The Commodore MPS1200P printer presents the state of the art in dot matrix printers with all the features of a printer that would cost much more. The MPS1200P is designed to be like three printers in one. It can act just like an Epson FX printer, or with the flip of a switch, it can act just like an IBM Graphics Printer with IBM Group II 1 character set (Danish/Norwegian character set) support. It can also print all the characters available with the Amiga in the Amiga configuration. The MPS1200P is capable of all the printing functions you would expect, as well as some additional features you may not expect.

MPS 1500C COLOUR PRINTER

£199.99
+ £5.00 post and packing

A. TECHNICAL CHARACTERISTICS

PRINTING TECHNIQUE Impact dot matrix (9 needle print head)
DRAFT MODE matrix 9-vertical dots x (5 + 4) horizontal dots; - print speed 120 chars/s at 10 chars in
TABULATION SPEED 2 chars/s
PRINTING DIRECTION bi-directional with optimised head movement
PRINT PITCHES 10 characters to 24 characters programmable from line, and in SET-UP mode
LINE FEED 1/min (4.2 mm), 1/8 (3.17 mm), and 1/72 (1.24 mm) - a/210 in and a/72 in
CHARACTER SET ASCII characters and special characters
MAX. PRINT LINE LENGTH 40 top 192 characters, across due to print pitch selected



AMIGA 1010 DISK DRIVE
Amiga 3.5" external drive. Capacity 880K
PLUS FREE DISK STORAGE BOX & 10 BLANK DISKS
£149.99
+ £5.00 post and packing

A501 RAM PACK
512K for the Amiga
£149.99
+ £5.00 post and packing

FREE DISKS

... AND MORE BESIDES!



THIS TOPICAL GAMES COMPENDIUM OFFERS A TRUE SPORTING CHALLENGE

Pack includes: One Computer 1300
Tennis, Quicker Jeopardy, Matchpoint
Chess, Soccer, World Championship
Boxing, Dale Thompson's Superstar
Hypergame, Bulls-Roll, Matchless II,
Dale Thompson's Darts, Basketball
Master, Track and Field.

**PLUS POSTRONIX BONUS PACK
OF £100 OF FREE SOFTWARE**

£149.99

• £139.99 plus postage



1541 II DISK DRIVE PACK

Pack includes:

1541 II Disk Drive, 10 Essential Disk Games, 20 Blank
Disks, 1 1/4" Diskette Storage Box, AND GEOS

£169.99

• £149.99 plus postage



JCONTROLLER

JCONTROLLER

JController is semi-permanently
wired to your computer console.
JController leaves hands on the
keyboard while executing Jern
demonstrates both your fingertips.

£15.99



STARFIGHTER

Compatible with Sinclair
Spectrum, Commodore, Atari
Commodore, Atari 2600 Video
Games Systems

£14.95



CHALLENGER DELUXE

Compatible with Spectrum (with
optical interface), Commodore
Atari 2600 Video System, Atari
Computers, Amstrad computers.

£4.99



ONLY AVAILABLE FROM POSTRONIX LTD

A whole new range of innovative
computer covers, made from
durable clear plastic. Designed to
fit your computer perfectly ... not
only safe from dust but also all
forms of accidental damage.

- C64 OLD STYLE **£6.99**
- C64C NEW STYLE **£7.99**
- AMIGA 500 **£9.99**
- ATARI 520ST **£9.99**
- ATARI 1040ST **£9.99**

LARGE STOCKS OF SOFTWARE & ACCESSORIES FOR ALL HOME & BUSINESS COMPUTERS. ALSO
ALL MAJOR GAME CONSOLES - PHONE: 0464 747771 NOW WITH YOUR REQUIREMENTS.



A GREAT DOUBLE THEME PACK OFFERING THE BEST OF HOLLYWOOD, PLUS A COMPENDIUM OF T.V. GAME SHOWS

Pack includes: One 150 Data Center, Quicker II Joystick, The Great
Escape, Miami Vice, Platoon, Rambo, Top Gun, Every Second Counts,
The Untouchables, Ridgeport, Trivial Pursuit, Krypton Factor

**PLUS POSTRONIX BONUS PACK
OF £100 OF FREE SOFTWARE**

ONLY £149.99

• £139.99 plus postage

AN EXCELLENT PACK PROVIDING HOURS OF ENTERTAINMENT FOR ALL THE FAMILY

Pack includes: One Computer 1500 Data Center, Quicker II Joystick
Personal Hi-Fi, Commodore Juke Box, Audio Tape (10-Hrs), Yamaha
SPS RFM Digital Keyboard with Miki, Chessmaster, Rollaround, Tac-Ed
Agent XII, Serpene Game

**PLUS POSTRONIX BONUS PACK OF £100 OF
FREE SOFTWARE**

ONLY £199.99

• £189.99 plus postage



A) 1750 RAM EXPANSION MODULE FOR CBM 128

Simply plug it into the expansion port on rear CBM 128 and 1128. Works at
additional 128K are available

B) 1361 COMMODORE MOUSE

The Commodore 1361 Mouse is controller designed for use with the CBM 9410

C) 1764 RAM EXPANSION MODULE FOR COMMODORE 64

How do you get a total of 128K. Run on your 64, just plug in the 1764 Module

• £149.99 • £19.99 • £99.99

All prices • £7.99 plus postage

SEIKOSHA PRINTER

SEIKOSHA PRINTER

Compatible with most
models of Commodore
computers. Features
variety of fonts including
graphics and more letter quality reverse printing, italics
Intricate font and paper separator. Comes complete with serial
cable

£159.00



RAM DELTA DELUXE MICROSWITCH JOYSTICK

Compatible with Atari computers and
Atari Games Machines, Amstrad PCW
(with adaptor), Spectrum
(with adaptor), Commodore
£9.99



SLK STIK JOYSTICK CONTROLLER

Compatible with Atari Computers
Atari Games Systems, Commodore

£6.99



COMPETITION PRO 5000

Compatible with Commodore 64 and
Vic20, Sinclair ZX Spectrum (interface
required)

£14.95



TAC 2 CONTROLLER JOYSTICK

Compatible with Commodore 64
and Vic 20, Atari Computers,
Atari Games Systems

£10.99



MICRO HANDLER MULTI FUNCTION JOYSTICK

Compatible with Commodore, Commodore
C128 (4-joystick required),
Atari

£24.95



OFFER APPLIES TO U.K. ONLY, OVERSEAS ORDERS CHARGED AT OVERSEAS RATE

Some days you just can't get very far into a game. Keith Campbell, as ever, is here to help. News, clues, readers' hints . . . Keith's been toiling over a hot mail bag for this month's Valley helpline.

PERSONAL NIGHTMARE

Horrorsoft's new game seems to be popular in the Netherlands. But Dennis Janssen, from Amsterdam, is stuck in the game and even found difficulty in seeking help from Valley Rescue ("I really don't know what to ask, because I don't know what I have to do next . . ." he writes. Deunla has already achieved a great deal, including a rewarding visit to by Cottage which is more than can be said of Coos Willemssen, from Zutphen, who is out of ideas. Everywhere Coos goes after dark, he gets strangled.

Well, folks, it's just one of those games in which you have to be at different places at the same time, so a good deal of trial and error and replaying is involved. Meanwhile, Coos and Dennis would do well to get hold of the key to the Registrar's office . . .

DEJA VU 2

Back to Deunla again. He can't shake off the drunken hobo who grabs his legs when he tries to enter a building.

FISH

Paul Godden of Farncombe is fishing for clues. He has climbed through the trapdoor in the research wing in his quest for a Photon Bridge. But how on earth will he get back down again?

Paul has another problem, this time with Trifurum's *Sherlock*. He cannot pass the deuterkeper. He has asked for Akbar, and uttered the password 'swordfish', but he still can't get through. What is he doing wrong?

LEISURE SUIT LARRY

There's a very tricky sequence on top of a volcano towards the end of *Leisure Suit Larry 2*. Chris Keudall from Newport, is sure he is on the right track in trying to make an explosive device; but he keeps getting a message that the 'room is not suitable'. A number of other readers have received this message, which is quite misleading. The tricky bit is that, before the correct command will work, Larry must be positioned in exactly the right spot near the crevice. Chamsy, eh?

TIMES OF LORE

Thanks to N. Rossel from Tegelen in Holland for coming to the rescue of Mohd Hafiz, who was doing battle with a Grey Abbot back in July. This problem in *Times Of Lore* is not solved with the help of the chimera, as Mohd thought, but by using the sphere in the bed upstairs. "A quick way to finish the game," says Mr. Rossel, "is to go to the temple, go upstairs, get the sphere, and use it on the Grey Abbot, right at

the very beginning of the game".

LEGEND OF THE SWORD

This one is an adventure packed with problems, and, some fifteen months after its release, I have yet to hear of anyone completing the game. One of the many non-finishers is Klaas Cooradi, from Malta, who is trying to kill the worm, can't put out the fire in the shark, wants to enter the cell in the trolls' cavern, and keeps getting shut when he tries to take a boat from the lake. Can anyone help?

POOL OF RADIANCE

Fergaz Daly sent in some help for Michael Birch, but now he needs some help himself. Fergaz has killed what he thinks is a false *Thyrantaxius*, but has a feeling that it was the wrong thing to do! Was it?

ZAK McKRACKEN

What lengths must one go to in order to pick up a cushion on a plane, Tom Mes wondered, and Marshall Mobley, from Southfield, Michigan, explains. Black the ank with paper from the toilet, turn on the tap, and press the call button. Then quickly go to the front of the plane and microwave the egg. Return to your seat, and when the stewardess remarks on the mess the egg has made, you will be able to pick up the cushion! Meanwhile, Marshall is stuck on Mars, with a key that crumbles to dust when he touches it. The girl says, "I wonder if there is a

INTO THE

VALLEY

locksmith around?'. What the hell is that supposed to mean?' asks Marshall.

REBEL PLANET

And finally, 'How do you fix the scooter?' asks Steven Chamberlain, who is playing *Rebel Planet* in the Rhodda. This is probably the most evil problem ever perpetrated in an adventure game, and I'm going to be as evil as author Stef Ufnowski, and refuse to tell you the answer!

If you wish to complain about this, or write to me with your adventure problems, you'll find me at The Valley, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. See you again next month.

COMMENT

There's both good news and bad this month for Amiga-owning Sierra fans, with the news of releases during the next six months. *King's Quest IV* is due in mid-November (review next month) and a new *Manhunter* adventure, this time set in San Francisco, is promised for late November. Bad news is that *Amiga Leisure Suit Larry 3*, out on IBM format in mid-November, and on Atari ST in late December, does not at present feature on the schedule which runs through to the end of next March.

If you are one of those unlucky adventurers who lost money by the sudden and still unexplained closure of the Adventurer's Club Ltd, then do not despair! One of the keenest (ex) members, Allan Phillips, is planning to help all (ex) members get back what is owed them. To do this Allan needs to hear from as many people affected as possible.

I have undertaken to pass on to Allan the details of all such CU and C+VG readers. So if you are out of pocket send me your name and address (and telephone number if you have one), your ACL membership number, date of last subscription renewal and amount paid, and details of any payment made for mail order software that you have not received. Make sure

that these are written on a separate sheet of paper from any other things you may be writing to The Valley. Allan will collate all the information, and later in the year, seek redress through the courts. I'll be keeping you informed of progress! Now, what have you got in for yourselves this month?

★ Having owned a Commodore 64 for some years, it was with great pleasure I read my first CU magazine the other day. I was particularly impressed with the adventure column compared to some other mags.

How about some interviews with Infocom or other adventure companies? Keep up the good work! David Fletcher, Caenock

Campbell's Comment: Alas, it seems Infocom has ceased to be. Details from Activision are very vague, and there is a possibility that more Infocom games may be produced on an out-of-house basis. Meanwhile, we still have some fresh titles to puzzle over... or do we?

★ I've purchased *Zork Zero* and *Arthur*, two Infocom games with the new on-screen hint feature. Well, I've

never finished an adventure in less time. I've never liked hintsheets or this on-screen stuff with complete solutions, because I can't stop looking at them. Please, Infocom, no more adventures with on-screen hints.

Coos Willemsen, Zutphen, Netherlands.

Campbell's Comment: Where's your willpower, Coos? But I know what you mean, they're THERE, aren't they? Talking about hints...

★ Ha! You were wrong! When I first started writing to you I was always getting stuck in *Seabase Delta* on my clapped out 64. Well, one time I asked you if the table near the beginning was a red herring, because every time I approached it I'd skid right past it. You told me it was. I've since discovered that you have to wear the flippers to get at it.

There's an old joke still doing the rounds down here: Grow your own dope — plant a Pom!

Mark Barnes, Zillmere, Queensland.

P.S. Sorry about the cricket old chap.

Campbell's Comment: Ashes to ashes, cobblers to cobblers... Sorry about the rugby sport.

ADVENTURE CLUES

JOURNEY:

Say FAG-LA BRAN-AGRITH to the elf woman.

DEADLINE:

Wait until George goes through the secret door, and give him time to open the safe before pushing the button in the library.

POLICE QUEST:

Dial 0 for a taxi for Sweet Checks Mart.

POOLS OF RADIANCE:

Help the bishop with his tunnel. Head for the twisty corridor with the door at

the end. The password can be found on Dwarfish runes, and beside are some pipes that must be destroyed.

INGRID'S BACK:

Blow up the steamroller by putting the loaf of bread down the chimney when it is unmanned.

To cause the crew to leave the steamroller, was diversionary tactics at Suggybottom.

REBEL PLANET:

Insert disk into phone in vandalised booth to reveal the correct manhole cover. On Halmuris ask for a Zoddit Special.

KEY

COMMODORE 64 REPAIRS & SPARES

**OR BRING IT
TO US FDR
WHILE-U-WAIT
REPAIRS -
AROUND 1 HR**



NEED YOUR COMPUTER REPAIRED FAST?
Tired of waiting weeks for your computer to arrive?

THEN WAIT NO LONGER send your computer to us for fast repairs! We offer a full repair service on all these makes: Commodore 128, Commodore 16, Commodore Plus 4, Vic 20. We also have spare parts available by mail order. **WE DON'T JUST REPAIR YOUR COMMODORE 64** we check loading, sound, memory in fact fully overhaul your computer for only **£40.00** which includes VAT, postage, packing, insurance, parts and labour. **NO HIDDEN EXTRAS!** All other models please call us for a quote on the numbers below.

HOW TO SEND YOUR COMPUTER
JUST pack your computer. Including power supply, in suitable packaging and send it to the address below, enclosing your cheque to the value of **£60.00**. You can also pay by ACCESS/MASTERCARD.



COMMODORE 64 VIC POWER SUPPLY UNIT

Developed by us - it's 1/3 size of conventional power supplies.
Just £35.00 + £2.00 p. & p.



Send your computers now to:
VideoVault Ltd, Old Kingsmoor School, Railway Street, Hadfield, Cheshire SK14 8AA
Telephone: 04574 65555 (32361 00000)

Copyright VideoVault Ltd No. 987092

Fax 04574 49406

C64 / 128
Amiga

WAR GAMES, ADVENTURE GAMES
SIMULATORS & SPORTS

Strategic Plus Software
Dept. CU
PO Box 8 Hampton Middx TW12 3XA
Telephone 01 929 2987

Proprietors: Messrs S. Haiper & S. Tunstall
Send £2.50 for *Extensive Catalogue*

STRATEGIC
PLUS
SOFTWARE

WORLDWIDE SOFTWARE
1 BRIDGE STREET
GALASHIELS
TD1 1SW



**WORLDWIDE
SOFTWARE**

WORLDWIDE SOFTWARE
106A CHILWELL ROAD, BEESTON
NOTTINGHAM
NG9 1ES

[illegible]

Europe (other than UK)
shipping costs are
£1.50 per disc for normal a/c
£2.50 per disc for express a/c

Please make cheques or postal orders payable to **WORLDWIDE SOFTWARE**.
All prices include postage and packing in UK.
ADVERTISED PRICES ARE FOR MAIL AND TELEPHONE ORDERS

Outside Europe shipping costs are
£2.00 per disc for normal airmail
£3.50 per disc for express airmail

INTO THE

VALLEY



SPACE QUEST 3 THE PIRATES OF PESTULON

**Activision/
Sierra On-Line**
Amiga
Price: £24.99

Come the end of October, Roger Wilco will be back in action again, with the Amiga release of Sierra's *Space Quest III*. After his recent brush with Sludge Vohaul, Roger manages to cobble together a spacecraft from bits and pieces in the space breakers' yard and is soon heading at light speed for the planet Phleebhut.

A desert planet of sand and rock, Phleebhut is a tourist attraction in the form of a giant statue. If only you can reach it. Nestling between its huge feet is the World 'n' Won-

ders gift shop, run by a sleazy blue alien who drives a hard bargain. Try to sell him something, and the game enters 'Haggle Mode'; you'll need to pitch your price about right to keep up his interest until you can extract enough cash for your needs.

And cash you will surely need, for you're bound to want to stop off at the Monolith Burger Bar — a space staden in the form of a giant hamburger — a sort of Happy Eater for hungry light-speed travellers. Here you can get refreshment that can only loosely be termed 'food', a disappointment made up for only by a game or two on the whackiest arcade machine ever: Astro Chicken!

Not an easy game mind you, you have to soft-land a plum-

meting chicken on a landing pad, controlling the degree of its wing flapping to very speed and direction of plummet. And the control keys do some fairly wild things!

By the time this innocent little diversion has been successfully concluded, you'll

have discovered that the two guys from Andromeda are in trouble, and that you must penetrate the not-inconsiderable defences of Pestulon to rescue them from the clutches of Scumsoft. So next it's off in search of the source of those defences and to render them useless, across some very tricky, unstable rock formations that are likely to fall away from under you, on yet another planet.

Once on Pestulon, your earlier brush with The Terminator who is under orders to rub you out for non-payment for a whistle in *Space Quest II* will have proved its worth, for it should have yielded the means for penetrating into the very heart of the Scumsoft empire. Before long, disguised as a janitor, you are negotiating a maze of cost-effective accountants, in a bid to reach the two imprisoned Guys.

By now you are nearing a stupendous climax featuring a gladiatorial contest of Battle Mechs, a spectacular shoot 'em up in space, as you attempt to escape Pestulon with the Two Guys.

Here's a game with plenty of excitement, and humour too. If you enjoyed SQ1 and SQ2, then you'll love SQ3. It's undoubtedly the best *Space Quest* yet.



Look to the stars.

GRAPHICS: 91%
PLAYABILITY: 78%
PUZZLEABILITY: 67%

87%

INTO THE

VALLEY



Dragonware
Amiga
Price: £24.95



With the death of Uncle Cheez, Carfax Abbey, the seat of the Burger family, passed into the hands of Ham. That's you. And now, as you stand in front of the eerie and delapidated building you start wondering about 'the accident' that befell your uncle.

The abbey is apparently deserted, save for a red translucent figure standing on the stairway. It hurls a ball of fire at you as you enter, and promptly disappears. Cobwebs adorn the ceilings, and dust covers the furnishings, undisturbed by the inhabitants — a handful of friendly ghosts!

There's Ludus, Lancelot, Zorn Bee, and Marie EnTillet, to name but a few. They all live in dread of the Master Of Evil, Ooze, who has claimed a large part of the old building for himself. And if Ooze discovers there is a human on the premises, both you and the ghosts will suffer. You decide to help the ghosts, and put paid to Ooze forever...

Ooze is a text adventure, with graphics and sound, from German software house Dragonware. A lively title tune introduces the game, and suitable sound effects are provided for ghostly laughter,

creaking doors, and the such-like.

As for the graphics, (it had to happen sooner or later) the system is identical to that pioneered by Magnetic Scrolls, with the roller blind effect. That is not to say that the pictures themselves are a patch on the magnificent Scrolls' artwork, but they are not too bad. They slide up and down as you move from one location to another, and can be left 'parked' in any position during play by use of the right mouse button.

The screen boasts no pull-down menus at the top, often used in modern systems as short cuts for special commands such as SAVE and LOAD, although most of the

common system commands, such as PRETEND, are available when typed as text input. Notably absent is a TEXTSIZE option, a major omission, for reading 80 column white on black text is a fairly eye-straining affair if you're using a TV set.

The rooms are described in great detail, but the descriptions tend to be badly organised, making it difficult to determine the exits and objects at a glance, which is particularly frustrating when

returning to a location. Mixed up in these descriptions is an occasional piece of action commentary. I often found myself having to type L immediately, to clarify the room details.

Commentary is in the first person, and although somewhat reminiscent of Rod Puke's adventures, it fails to convey the same depth of atmosphere and feeling. In contrast to this, messages in response to invalid commands are humorous and slightly insulting. With a quirky parser such as this one which tends to misinterpret the verb and instead display a description of the noun (or the room) a smart-arse message to invalid commands is never very welcome.

What is welcome is a text adventure from a new source, and after what I've said, it is not a bad game. You'll certainly enjoy it if a light-hearted haunted house thriller appeals to you.

OOZE

GRAPHICS: 77%
SOUND: 73%
PUZZLEABILITY: 62%

72%

CW

LETTERS

Engine driver

● I'd like to add my thoughts to the PC Engine debate. I would just like to say that the Amiga is technically better than the Engine. The Amiga has more than eight times its colour capacity and a whole host of custom chips. The Amiga has eight channel sound to the Engine's six channel sound. It is true, though, that the Engine has slightly better sprite handling than the Amiga. I would like to see the Engine running *Blood Money*. The colour would be nowhere as good as the Amigas and everything wouldn't move as smoothly on screen. The intro-sequency would also fall by the way side. My advice is get an Amiga — not a P.C. Engine. Dave Goodwin, Bartsley, South Yorkshire

The price is wrong

● Why is it that a price difference sometimes exists between Atari ST and Amiga versions of the same piece of software.

A good recent example that springs to mind is Activision's *Wicked*, which is to be priced at £24.99 for the Amiga and £19.99 for the ST. Also, Ocean invariably charges Amiga owners £5 more than ST owners for the same game.

If all software companies charged Amiga owners more than ST owners, then perhaps I might view the circumstance with less hostility. I may even view with sympathy small software companies with low outputs who have to charge the extra in order to make ends meet. But I find it unforgivable that a huge company like Ocean will exploit Amiga owners as they do. Their argument, I

believe, is that there aren't as many Amiga owners as ST owners and therefore it is necessary to charge higher prices for the Amiga version in order to obtain the same revenue from Amiga sales as from ST sales. This obviously holds no water as few other firms see the necessity for price differences.

Also I might add that I myself am constantly put off from buying Ocean products for my Amiga because of their, in my opinion, unjustifiably high prices. It seems that Ocean are actually making the Amiga market for their products smaller because of their very pricing policy.

I am frankly surprised that Commodore permit software houses such as Ocean to continue distinguishing between STs and Amigas in terms of software prices, since this provides an extra incentive for financially constrained computer buyers to turn to STs rather than Amigas.

John Archer,
Ashbourne,
Derbyshire.

Commodore have no control over the individual pricing policy of software houses. Turn to the feature for an in depth answer!

Celebrity

● You must be recommended for your July cover and the 'Dark Knights' article. The Arcades section is brilliant, but I think you should have another celebrity playing a game, like the Tiny Cottee interview. How about it Mike?

Arton,
Garston, Watford,
Herts

Tony seems to have a bit of spay time on his hands at the moment, but we'll give it a try.

Next month
Salman
Rushdie
reviews
Persian
Gulf
Inferno.

Over there

● A friend from England recently mailed me a copy of your May 1989 edition of CW magazine. He knew that I am also an avid Amiga user, and he wanted me to compare your magazine with the ones available in Canada. He felt that a North American computer magazine would be superior to anything available in the UK and wanted me to confirm or deny it. I would like to reply to him, and your readers, through your letters column.

CW rates better than any C-64/Amiga games magazine that I have seen in this country. The articles, although written a little tongue in cheek at times, are concise and in depth. The accompanying photographs in the articles are both numerous and large. I counted 35 major reviews, and many more brief game descriptions in the CW issue. Compare that to the few I saw in my former favourite from the US. Two of which didn't have any photos, with a third having one of the game box cover (in black and white).

CW's rating system is simple and easily understood. The magazine is unique in consistently judging a program's 'lastability'. I have bought several games in the past with rave reviews only to retire them to the dusty shelf in the corner.

The Play to Win section of CW is another feature that I love. Other magazines give you hints, but this is the first time I have seen such detail on how to survive or succeed in specific games.

To conclude, CW magazine has shown me what our magazines should be like. The people of the UK have nothing to fear. CW magazine is on the cutting edge of computer gaming. Simon Parkinson, Canada.

What can we say — except that we didn't write this ourselves, honest!

Please send your letters to
CW, Priory Court, 20-32
Fairs Road Lane, London
EC1R 4AU. There's free
software for each letter
published. Please specify
to mail/draw



HELPLINE

RESPONSES

GUILD OF THIEVES

"The way to open the Opaque Case is by collecting the four coloured dice in the adjacent rooms. Return to the room which has the Opaque Case in it. Examine the case and you should find four coloured slots. Roll each of the coloured dice until they have the number five on the top face. When one die has five on top put it in its correct slot. When all four dice have the number five on the top face and are in their correct slots, the Opaque Case will pop open to reveal the plastic die. I hope this will help the enquirer with his/her problem.

"I also have an enquiry about *Myth* by Magnetic Scrolls. How do I put the poison on the Forbidden Fruit so the lumb will eat it and allow me to sacrifice it?"

I have a second problem to do with *Myth*. How do you keep the portals open long enough for you to go through?

I hope you can help as I'm struggling."

Ian Rowson,
Leeds.

SUPER HANG ON

1) type in 750J on the highscore table after you have the best score on the current continent.

2) The characters entered should turn into "..."

3) The cheat mode is now installed.

4) To access the cheat mode screen press the control, left alternate, Z and T while the attract screen turns from the credits screen to the options screen.

5) The cheat mode screen appears when you let go of the T and you will be asked to

Thanks, es ever, to everyone who sent in a letter.

If you want to get hold of a particular solution, poke, hint, tip or listing then send it in to the Helpline and we'll print your enquiry. A selection of replies will be published each month — and the rest we will send on to you.

And, if there's a particular problem with which you think you can help, send your reply to Responses at the same address below.

enter the new coefficients for the turns using the numeric keypad

6) Once this has been completed it cannot be undone, so it is worth noting the settings begin at 60 for outer turns and 45 for inner

7) After this procedure your bike now gains a machine gun. It is activated by pressing the Amiga key. The bullets can be used for abating your opponent's and roadside obstacles, but not checkpoints and goal gates.

Hao-Yin Tsang,
Oxford.

SHADOW GATE

"To get past the bridge there are a couple of things to do.

"In the hallway get the special torch with two rings on it. Don't light it. In the corner of the hallway there is a particular white stone. Open this one. You can now go to a chamber. Use the torch on the left and a secret passageway will be revealed. Cross the stone bridge. Light the torch with the two rings and use it near the wreath. Now you can get a cloak. Wear it to get past the bridge, but first use the ice crystal at the fire.

"Say 'EPOR' to the raps, there's also a secret passageway in the wall behind the waterfall is a passageway, there's also some useful stones lying around. They are to be used with the sling to defeat the Cyclops.

"I've also a question about

Guild of Thieves. When you are in the bank. How can I get into the office. Where do I use the oncube and the plastic dice.

Bernad Veldhuis,
Netherlands

MANIAC MANSION

After the evil meter has been taken away by the police, you take Dave. Let him pick up the badge in the prison. Enter the lab and give the badge to the purple tentacle and it will go away. Open the door and enter the next room. Unlock the door with the credit card (the credit card is in the hamster cage in Weard Eds room). Use the suit and turn off the switch.

Jon Butskalan,
Holland

TARGET RENEGADE

"This is in response to Adam Bunak's enquiry E6. This poke will give infinite lives as well as stopping the clock."

5 REM HACKED BY EGIN
WATERS

10 FOR X = 2592 TO 2626:
READ Y, POKE X,Y, A = A+Y
20 NEXT X

30 IF A <> 3875 THEN
PRINT "ERROR IN DATA"
END

40 SYS 2592
50 DATA 32, 44, 247, 160,
17, 185, 49, 10, 153, 74
60 DATA 3, 136, 208, 247,
56, 76, 108, 254, 169, 0
70 DATA 141, 133, 135, 96,

72, 152, 72, 32, 75, 3
80 DATA 169, 173, 141, 121,
141

Eam Waters,
Ireland.

ENQUIRIES

PRISON

"I am writing to you to obtain some hints, tips or even a poke or two for a game. The first is called *Prison* on the AMIGA. I need help on how to cross the big hole to get to the railway, I've tried to use the plank but it's still too long to jump, also could you give me a poke for infinite lives.

Marcos A. Mora,
Sydney Ref H1.

DRAGON NINJA

Help! I recently purchased *Dragon Ninja* (Amiga Version) and am having great problems with it. Not only is it more or less impossible to jump, but I can't get past the end of level badly on level 4. Please does anyone have a listing for infinite lives or have some helpful tips on how to defeat the level 4 guardian as I can only ever get a couple of hits in an hit, unless I have a pair of nunchucks, and even then I can't defeat him. Can anybody help me, PLEASE!!!!

J. M. Bryden,
Surrey Ref H2.

RIGEL'S REVENGE

"Please could you help me, I recently bought *Rigel's Revenge* Budget (Bulldog) game for the C64, but I can't get anywhere at all I ask for help and tells you to write to a computer magazine helpline and give it some well needed publicity. I only want to know

PLAY TO WIN

how to get started. I would be grateful for any help."

Adam Francis,
Part Talbot. Ref H7.

ROCKET RANGER

"On *Rocket Ranger* for the Amiga I have found it practically impossible to get passed the German guards. If anybody has a poke for infinite energy when fighting the German guards, or a poke to get straight to the moon, PLEASE! PLEASE! write into CU Helpline."

Christophe Deville,
Richmond. Ref H3.

MANIC MINERS

"I am one of CU's newest readers, and am very impressed with your magazine so far. I would REALLY like to find out the solution to get infinite lives on *Manic Miner*."

I have a C64 (cassette) machine. This was the first game I purchased. PLEASE HELP ME!!

Abigail Stead,
Doncaster. Ref H4.

COBRA FORCE

"I've just bought this game for my Commodore 64 and I'm having trouble getting through the second level, so any poke's for infinite lives or weapons would be appreciated."

Stephen Morse,
Bournemouth. Ref H5.

POPEYE

"Please help me. On the game *Popeye* I cannot hop onto the Flying Saucer as instructed. I have tried everything and it must be impossible so could someone please help me, I have a C64."

Martin Wain,
Farnborough. Ref H6.

SAMURAI WARRIOR

I play *Samurai Warrior* but it's

very hard. It's a brilliant game with lovely graphics, but please can you help me through the game.

P5, an *Last Ninja 2* how do you jump on the helicopter on the 4th level. I keep getting killed.

J. Scarlett,
Leicester. Ref H8.

RAMBO

Please could someone help me. I am an owner of a 64 and I need help in *Rambo, First Blood Part II*. I can find the helicopter after releasing the prisoner but after landing in the camp I can't find the prisoners. I have walked around but with no luck. I would appreciate a poke for infinite energy and I would like to know where the prisoners are also.

I also know a cheat for *Platoon*, 64 version. In the tunnel system it says go to the start of side B and press fire instead just press fire and it loads the jungle section. Please help.

Paul Hamman,
Sutton Coldfield. Ref H9.

INTERCEPTOR

I am a lane FA/18 rookie who needs urgent air assistance with *Interceptor* on my Amiga. I cannot complete mission six, no matter what methods I use I cannot sink the submergable aircraft carrier. I have tried everything, even kamikaze runs. There must be somebody who can help me with same tips, etc. it would be gratefully appreciated.

Perry Wardle,
Hearner. Ref H10.

ROLLING THUNDER

I hope you can help me with my problem. No matter how hard I try, I cannot get past the fire part on level four of *Rolling Thunder* on my Amiga.

Can anyone help me with an invulnerability poke?

Also, has anyone got an infinite energy poke for

Operation Wolf because even with the weapons pokes, I still can't get past level two.

Hugh O'Donnell,
Galway,
Ireland. Ref H11.

JACK THE NIPPER II

Hello, Commodore User. I live in the Netherlands, and I have a CBM 64. I have a game called *Jack The Nipper II*. But what is your mission? The parachute is very helpful, but how can you get it? So please can you help me with this. Keep up the good work.

Marc Pleysier,
Holland. Ref H12.

QUEST FOR THE GOLDEN EGGCUP

I own a cassette driven C64 and I'm having awful problems with *Quest For The Golden Eggcup*. Could someone please, please help me get into the Temple of Doom.

Shane Whelan,
Ca Wexford. Ref H13.

WANTED MONTY

Although I have a stack of the latest games I still remain a fan of Gromlin's *Monty Mole*, and own the trilogy of games.

However since upgrading from a C64 to a C128 (and very soon to an Amiga) I have been unable to get through the original *Monty Mole* game.

Wanted *Monty*. Please does anyone have any pokes which I can use to enable the game to once again be enjoyed by yours truly?

R Walker,
Dudley. Ref H14.

SPEEDBALL

Any help whatsoever with *Amiga Speedball* would be appreciated a lot.

Simon Liu,
Morden, Surrey. Ref H15.

How to use the Helpline

It's easy. Just send in your letter, marking up for grabs. Sorry, but we're unable to respond to individual requests for games. If you are replying to any of these enquiries don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each on a separate sheet of paper. Likewise, if you send in a response but have an enquiry too. That way we can file everything in neat alphabetical files.

The sender of each letter published will get a free piece of software. This month's winners will be getting an Amiga or 64 game (specify drive).

Next month will see another goodie up for grabs. Sorry, but we're unable to respond to individual requests for games.

If you are replying to any of these enquiries don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each on a separate sheet of paper. Likewise, if you send in a response but have an enquiry too. That way we can file everything in neat alphabetical files.

WOOD'S ZAY Portfolio



30 MEGABYTE A500 HARD DISK

First device for your Amiga A500 connects directly through internal expansion bus. Ultra-reliable, built-in power supply, self-test, to match your Amiga A500.

MEGA STORAGE AT ONLY £399

Also available 50 mb version **£475**
includes 1 yr. replacement warranty FREE, optional 2 yr. available

COMMODORE A500 20MB HARD DISK FOR AMIGA A500's

- Available on Amiga (1.3 Kickstart only)
- Sockets for 2Mb RAM expansion
- DMA

NEW LOW PRICE

£379

VORTEX 40 MEGABYTE HARD DISK

Now concept is disk storage
Amiga A500/1000
(others available)

NEW LOW PRICE
£499

HARWOOD'S SUPERSLIM 3.5" DRIVE

- Throughport
- On/Off isolator switch

NEW LOW PRICE
£74.95

COMMUNA DISK DRIVES

CAX 354

3.5" 2nd Drive

£94.95

10 FREE BLANK DISKS
(Worth £10.95)

CAX 1000

5.25" 2nd Drive

£129.95

10 FREE BLANK DISKS
(Worth £10.95)

**SAVE MONEY
SAVE DATA!**



PRINTERS

All printers in our range are dot matrix and include the following features:

Standard connectors provided post for direct connection to Amiga, PC, AT, Acorn/Amstrad etc. Tractor and friction paper feeds and FREE connector cables.

CITIZEN 1200

Full 2 year warranty
Very reliable low cost printer, interchangeable interface available for RS232C or Serial type for CPM/MS etc. **£168.95**

COMMODORE MPS 1200

Manufactured by Olivetti, built in dual Centronics and 04 type serial interfaces. Connects to CPM/MS/MS-4 and Amiga etc. **£139.95**

STAR LC19 MUND

Multiple font options from front panel, excellent paper handling, CPM/MS version available. **£179.95 £164.95**

STAR LC19 COLOUR

Colour version of the popular LC19 offering the effect of full colour on screen, desktop, magazine, colour power, drawing software. CPM/MS version available. **£209.95 £194.95**

STAR LC 24 16

24 Pin version of the popular LC series with exceptional letter print quality. **NEW LOW PRICE £289.95**

All our Star printers are full UK home use and have been manufactured by Star (Japan) Ltd in the UK only. Please be aware that Commodore Star printers are being officially imported against the wishes of Star themselves UK. These printers do not carry a 3 year UK warranty and will not be covered by them should the need arise. These may be unreliable due to limited supply, responsibility UK type printer is not the responsibility of Star. Please also note that our plug which is included in the main cable.

DEALIN' DIEGO'S DYNAMITE DEAL
STAR DEALS ON STAR PRINTERS!!!

This month Diego has set his price in the prices of the STAR Printer range! At only **£179.95** for a Mono LC19, a comfortable **£209.95** for the COLOUR version and the LC24-16 at a special low price of **£289.95**, you'll SAVE EVEN MORE!!



MONITORS

PHILIPS CM 8033 STEREO

(higher spec than 1084)

Full 14" High Resolution Stereo Colour Monitor

- Twin Speakers
- High Contrast Tube
- Smart Euro-Connects fitted as standard
- Colour screen switch for enhanced text mode
- RGB/Al TTL, composite video and stereo audio inputs
- Can also be used as TV with tuner or VCR
- Supplied with lifting stand
- Compatible with most micros
- With FREE lead for computer of your choice
- Only from Harwood's
- 1 year replacement warranty for single faults

£229

COMMODORE 1084

Full 14" High Resolution Colour Monitor

- RGB/Al TTL, composite video and audio inputs
- Smart Euro-connects fitted as standard
- Supplied with cables for A500, C64 PC.
- C16-54-128

Can also be used as TV with tuner or VCR

£209

SOFTWARE

ARMADILLO MAKER PLUS

£29.95

Creates sophisticated and powerful in a variety of styles, from pixel art to block or classic landscape as portrait.

PROFESSIONAL PAGE V1.2 **£29.95**

The ultimate of full colour Amiga GTP packages.

PUBLISHERS CHOICE

£99.95

The package contains Kickstart V2, PageMaker V1.2, Arrow Draw and The Hammer.

X-CAD DESIGNER **£39.95**

Perfect tool to design and draw.

AGC VIDEO TITLER

£99.95

Can with text, graphics, e.g. Messages etc.

THE MDRS **£79.95**

Integrated in a package, spreadsheet, for desktop, molecular graphics etc.

WORKBENCH 1.3 **£14.95**

Latest version of Amiga OS.

BY COMPETITIVE PRICES

FOR A WHOLE RANGE OF COMPUTERS AND GAMING CONTROLS. PHONE 06 760000

24HR ORDER LINE - 0773 836781

VISIT OUR SHOWROOM

Please call to see us where our full range of advertised products AND MORE is on sale. We will be only too pleased to demonstrate any item of hardware or software and a host of peripherals and accessories.

REMEMBER WE ARE NOT JUST ANOTHER MAIL ORDER COMPANY

All prices are what YOU pay, and there are NO HIDDEN EXTRAS! VAT & Postage are included and are correct at time of going to press.

E & O's Offers subject to availability and are currently effective in all areas.



GORDON HARWOOD Computers
SPECIAL COMMODORE BUSINESS CENTRE

GORDON HARWOOD COMPUTERS
DEPT CUS 69-71 HIGH STREET
ALPHETON, DERBYS DE5 7DP
Tel 0773 836781 Fax 0773 831040

PLAY TO WIN

The real-life oil industry is a world of board meetings, accountancy and the endless writing and sending of documents. Not so in the fictional world of *Oil Imperium*. Not only do you get to drill and do paperwork, but in Reline's award winning game you get the chance to hire the famous fire fighter Ted Redhair (!!) and — here's the juicy bit — a whole team of saboteurs to wreak havoc on your business rivals. Giving you hints and tips and generally dishing the dirt this month are Reline's programmers themselves.

To succeed at this game calls for a mixture of guile, gamble and strategic thinking.

There are two ways to play *Oil Imperium*. Play safe or take risks. Start by playing safe and take risks later.

In the first month you should buy only three or four expert reports. Then after having bought a tank for your oil, set out to purchase two oilfields side by side. It involves losing time, but in the end you'll find out which oilfields are worth buying. If you want to play risky, buy your oilfield without the aid of an expert report. This way you'll save money and time — and that will stand you in good stead later in the game. It's a rule of thumb always to start off modestly, keeping your costs sensibly low but trying to keep your profits as high as possible.



Before you start the game, think about what you want to do and then think through every single step. If you spend too much time fiddling with menu commands you may not be able to sell your oil for one month.

However, selling oilfields

to raise capital isn't really worth it. You need these fields later in the game, and of course you'll need to buy oil tanks before buying oil fields. Bear in mind that several oilfields clustered together can be turned into what is known as a 'combination'. You will achieve economies of scale and be able to drill for oil much more cheaply.

To start with, an average-size tank is big enough, but later you should purchase bigger ones. Start with average tanks to keep check on the amount of space you use. Obviously, though, extra storage is useful if somebody sabotages your tanks.

In order to build up a global empire you have to be able to successfully speculate on the world's commodity markets. Each region has a different market price; therefore it pays to think through and select carefully before selling off production areas.

Oilfield fires, of course, can be disastrous. You can call for Ted Redhair if one breaks out, or save on the cost and fight it yourself. Use more dynamite for larger fires; but move your technician well away from the area once he has set the explosives.

Remember, also, that sometimes newspapers provide you with information before the telephone will.

Start drilling using low pressure. Later, you should always use specialists to save time. Drill as vertically as possible.

Burning oilfields are marked as RED.

It's important that you plan the route for the pipeline BEFORE it's laid.

If one player cannot pay his debts other players can help him. For example, other players can buy an oilfield for \$10 million, even though it's only worth \$5 million. Once the debtor is in the black, ha



OIL IMPERIUM



should pay back this money with interest added.

Oil Imperium gives you the chance to eat JR even JR himself.

Contracts can be made with saboteurs. As your client they will offer to blackmail opponent's oil purchasers, rob their banks, blow up oil tanks or set fire to oil fields. It's great fun doing the dirty but don't be too trigger happy: cheap saboteurs are more likely to get caught, and if you do go to court costs can be high, especially during the early stages of the game when your cashflow may be lean.

RIUM



SLEEPING GODS LIFE

Empire's latest is a tough game, combining arcade action and adventuring. Here to help you through it is a complete player's guide and maps for all eight levels

KINGDOM ONE: CAILA AND TAIRA

When you get to the hat, pick up the pebbles and the bowl, and head through the north door. Shoot a bandit if you are attacked and head north to meet the old man. Read the message; then, if you want, you can shoot at the old man. But if you shoot at him twice then he won't give you any more help, which will cause problems later.

Look around for any ammunition. You can also eat the red berries from some of the trees. Go to the eastern exit and enter eastern Caila. In-

spect the signposts for the old road and the blocked pass to the east.

Head south, you will pass a molehill which contains your back door key. On the southern boundary you will see two closely spaced trees. They won't let you pass if you don't give them water. Go to the west exit to southern Caila. There you will find a pool (on the map), and you can fill your bowl with water there. Go back to eastern Caila and give the water to the trees in the south. You will now be able to go to northern Taira. In the north-east of northern Taira you will find the bandit leader. Shoot him and collect the map

that the old man is looking for.

Go to the east exit of northern Taira, and you will arrive in western Caila. In the peasant's hut you will find some mouldy cheese. If you give this to the mouse creatures, they will stop shooting at you and let you through the exits they are guarding. By now, you should have picked up some more weaponry and ammunition, and you should possess a staff sling. This can be used to kill the two-headed creature at the north of western Caila (or the east of northern Caila). When you kill the creature it will drop a circlet of concentration. Visit the old man again, and he will give you a potion which reveals a narrow pass (two closely spaced stones) in the south east corner of northern Taira. The pass lets you through into southern Taira, where, if you approach the magic tree at the centre, you will be transported to the next kingdom.

cave south you will find the throne room of the dwarf king. If you shoot him you will find the prince's crown. You can now go back and give the crown to the prince, who will be waiting for you in the vicinity (make sure that you take the correct exit otherwise you will end up in the area either to the east of the cave's entrances or west of where you intend to). The prince will give you some gold.

Go back through the caves to their southern exit. There you will find a molehill where you will find a belt. Strap this on and you will get increased lung capacity. This, combined with the poison darts which you will have picked up, will make the blowpipe a very useful weapon. Go south and you will get to the fountain in southern Sylvan, which will transport you to the next kingdom.

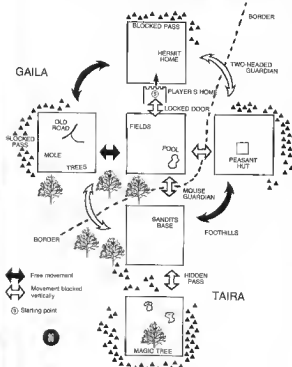
KINGDOM TWO: SYLVAR

In the first landscape you will meet Prince Greyor, who will follow you about the kingdom. Either travel east or south to one of the next landscapes (by going through one of the closely spaced trees at the east or south boundary), and you will find the entrance to the dwarven caves at the southern boundary of both these levels. In order to climb down, you will need a lantern, which will be dropped by a dwarf which you used to shoot near the cave entrance.

Go down into the caves and head south. In the second cave, you will find the spider's lair. Pick up a rope with which you can climb out of the caves. Just outside the next large

KINGDOM THREE: DELANDA

There are five islands on Delanda — and you have an advantage in that you can see them in the distance across the sea. Note that every time you shoot a seagull it will drop two gold coins. Initially you will need to approach the ferryman, who transports you to a nearby island in return for some gold. Take the ferry to the south (Island two); kill one of the draids, pick up his golden sickle and take it to the mistletoe tree at the centre of the island. Collect some mistletoe and tied the dying peasant on the ground, see



PLAY TO WIN

NORTH DEFORESTATION ZONE

LAIR OF THE SPIDERY THING

SYLVAR — KINGDOM TWO

SOUTH DEFORESTATION ZONE

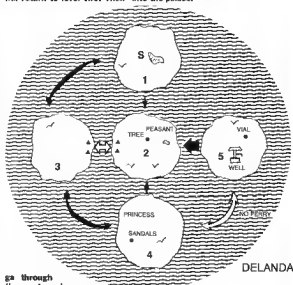
up the pail, and travel to island two. Take the pail to the peasant, and he will fill it with his blood. Go back to the well, and you will be transported.

KINGDOM FOUR: THE SIMALA HILLS

The Simala Hills are populated by vicious ice demons, which you must be very wary of. Enter the southernmost level of the kingdom. Go northwards and you will find a molehill, from which you can gather the 'pouch of renewal'. This will ensure that if you use your crossbow, your ammunition will never run out. However, at this stage you may still prefer to use your remaining blowpipe darts, which are quite effective. At the northwest corner, you will see some warning signs. Be brave and

At the centre of this level you will find the witches, who will give you some hints before igniting into a ball of fire, leaving behind a pile of wood. Go through the ice tunnel to the south of level four, and you will return to level two. Then

temple, and here you will find the Archmage and his helper Hyrakis. The Archmage disappears, and you will have to dispose of Hyrakis. He leaves behind a robe, and you must wear this as a disguise to get into the palace.



go through the eastern ice tunnel to get back to level three. The ice cave there is not as windy as the others, so you will be able to light a fire. Then go to the next kingdom.

KINGDOM 5: MORAV

SIMALA

You find yourself transported to a level with a palace to the north and a temple to the south. Meeting the travellers by the campfire at the centre means you'll get some information. Go south to the

what he has to say.

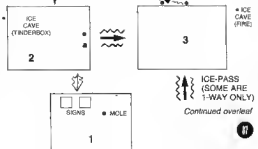
Go to the west through the two stones (island three). Both stones require mistletoe for transport. Go to the ferryman at the southern end and get transport to island four.

Meet the princess, who will give you a ring which will prove very useful later on in the game. You will also find sandals which will make you walk on water. This allows you to get to any island you want.

Next, go east to island five, where you will be transported through the well. But before you do so, you will need to pick

up the pail, and travel to island two. Take the pail to the peasant, and he will fill it with his blood. Go back to the well, and you will be transported.

To the north west corner of level two there is an ice cave. Here you will meet the Hermit of Calla, who will give you a tinderbox. He tells you, however, that to start a fire you will have to find a place which is less windy. Leave the cave and head east. At the eastern boundary you will find two boulders marking the entrance to another ice tunnel. Through this tunnel is level three. At the eastern edge of the ice cave you will find some clothing. Now find the boulders at the northern boundary, and you will find another ice tunnel, which takes you to level four.



Continued overleaf

Go north to the palace, and the guard will let you in. Once inside, go north to the door at the end of the passage. Turn right and take the first door on your right. Inside is the picture gallery, you will find a clue concerning how to get into the door in the south west. Go in and dispose of the two guards. You will collect a chain mail shirt to wear, and the guards will leave behind some musical instruments.

Take the trumpet with you, go back to the corridor, then take the north west exit, leading to the northwards facing corridor. Go to the north exit, and turn east. In the middle of the north edge of this corridor there is another door which leads to the entrance of the throne room. With your trumpet you will be able to get through to the throne room.

As you approach the throne, you will be transported to the next kingdom.

SLEEPING GODS LIE

KINGDOM 6: SUNDERABAD

You start in the rocky part of the desert. To the south you will see the Archmage standing with the princess Lucia. Try speaking to her, as she will know that you will have met

her sister on the island level. She will give you some help.

Go into the cave at the eastern side and find the 'glasses of ultimate cool'. These will help to block the worst of the sun's glare. Go through the northern boundary of this level, and you will get to the

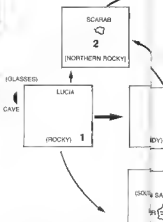
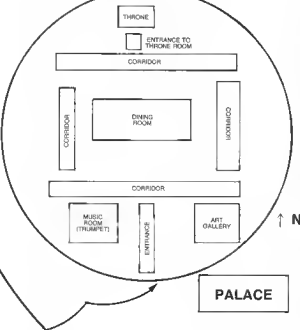
northern rocky part of the desert. Here you will meet the Great Scarab. She will tell you that you should meet her to the north of the Great Pyramid



KINGDOM FIVE — MORAV

↑ N

(PALACE)



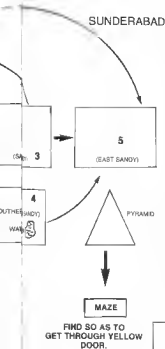
some time later. You can now go to the north of the Great Pyramid in level five (the eastern sandy part of the desert) and, if you wish, go via the water pools in level four in the southern sandy part of the desert. Note that the daggers which some of the demons drop can be used to get moisture from some of the cacti which dot the landscape. Once you've met Scarab outside the Great Pyramid, you may go.

The Scarab will tell you it's across secrets of the pyramid. He tells you to find the yellow door, and to use the colour pads. The inside of the pyramid forms a maze. To get through the yellow door, you must have colours red and green activated. It's easy. Find the location of the yellow door, and make sure that you enter the room with the yellow door once both colours are in operation. Once inside the room beyond the yellow door you will meet the Archmage, and he will vanish, revealing a box. You will then be transported to the next level.

KINGDOM 7: THE CATACOMBS OF ESTAMANE

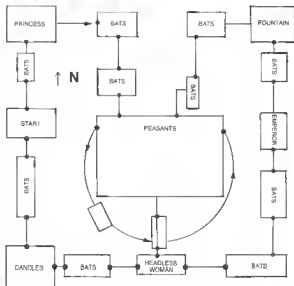
There are twenty rooms and passages in the catacombs, so it is easy to get lost! By disposing of the sorcerer in the first

PLAY TO WIN



room you will get the fireball wand. Go south, and you will come to the Candle Room. Pick up the flickering candle and head east. In the Room of the Headless Woman pick up the amulet, then head east once more. Now turn north and you will come to the Room of the Emperor's Ghost. He will ask you to bring him his daughter who is at the north west corner of the catacombs. Retrace your steps, and you find that princess Eloisa will follow you in search of her father. Go back to the emperor's room, and the two will meet at last, then evaporate!

They will leave behind a bottle which you must take to the fountain to the north of this room. The fountain disappears, and you will need to go to the large room at the centre of the catacombs. Here, you will find the disgruntled peasants rushing towards the fountain. Once they have gone, the three witches who you met in Morav will reappear. They will give you some



KINGDOM SEVEN — THE CATACOMBS

instructions. You must follow these in order to find the Archmage. Once you find him, he will yet again disappear, leaving behind a scroll with runic script. You will now be transported to kingdom eight.

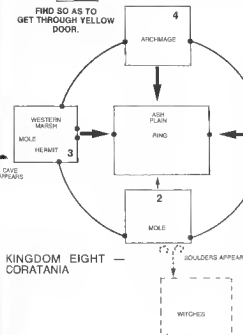
Find the hermit, who will tell you to find the ring in the Plain of Ash. You now have to exit from level three by the east exit, past the dying peasants. Keep your eyes peeled, because the ring is difficult to find. Go quickly, otherwise you will catch the plague. The hermit will give you a potion which will heal plague and take you to the molehill at the west of level three.

A cave entrance will appear. Go inside and pick up a suit of armour and a shield. The Hobgoblins will then reveal the secrets of Tensera. When they have finished, leave the cave and follow the hermit to the molehill in level two. An exit will now appear to the south. Follow it. You will again meet the three sisters and they will take the ring and convert it into the Ring of Annihilation. This is the only weapon which will kill the Archmage. Head north to kingdom four. Activate the ring — you must be close-up for it to work. The Archmage will disappear, but he has not been killed. You must now go back to the cave in level one, where you will find him again. Make sure that you have at least two charges in your ring. Now is your chance to kill him, so do so.

KINGDOM 8: CORATANIA

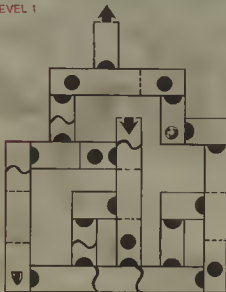
Exit from the first cave, and slay the dragon which is waiting for you outside. Go into the dragon's lair and pick up the spear. Exit and you will find yourself outside Coratania.

Beware the fire demons, because they are powerful. You will probably have to use all your available heavy weaponry in order to subdue them. Go through the south exit and in level two go straight through to the west exit, level three.

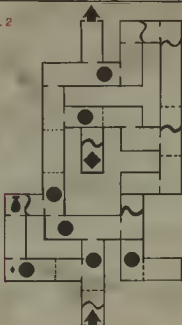


Raw in idea yet slick in execution, the Amiga Version of *Barbarian II* is a must to be purchased. Here with the maps and tips this month, fresh from the mists of time, is Palace Outlaw's 'axe man' Pete Stone.

LEVEL 1



LEVEL 2



GENERAL

Visiting each and every location is the first three levels isn't essential, but mapping is. You won't have to go to each and every room but you will need to pick up all of the objects (two on each of the first three levels) while taking the most direct route possible between entrances and exits.

A little-known but immensely useful tip concerns the skulls which you'll find on your journeys. Although it appears that your total quota of lives is six, with five life-icons on screen, you can in fact amass lives by picking up the skulls. One skull equals one extra life, so you'll be able to create quite a store.

Beware of the pits which cover the first three levels. You can jump over a pit, or fall down it and lose a life. Needless to say, it's wiser to do the latter; but don't try to jump over one if a monster lurks on the other side, you will rebound off of it and fall to your doom. Quickly walk off screen then re-enter. The monster will mirror your actions, but it'll be up to you to gain the edge — so run (very fast) and jump!

At various locations on all four levels are hideous streams of Green Gunk. If you cross their paths you will lose energy, so jump over them. It sometimes happens that you'll get trapped between a stream and a nasty: DO NOT walk forwards, turn around with your face to the monster and lets it push you BACKWARDS across the stream. You will still loose some energy but it won't be appreciable.

In *Barbarian II* you have to do an awful lot of back 'n' forth. Various fighting moves are quite spectacular, but often it's two of the simpler moves — the low chop and the overhead chop — which are the most effective. With each of the difficult monsters there will be a particular move, or combination of moves, which is best to deploy.

MONSTERS

You'll encounter six categories of monster on each of the first three levels, some are very easy others are deadly. There isn't any general hint as far as usability are concerned, but do remember that you don't have to visit every location. If you have no particular business being in a spot where a monster awaits then the best thing to do by far is to simply walk away. However, there are specific tips for individual types of monsters, and what follows is a level-by-level guide to thwarting them.

LEVEL ONE

Stabbers you don't have to fight — with a bit of skill you can jump over them, and normally you'll have to fight them only if they're guarding an object you want. If you do have to fight, do a kick then use a low chop.

The **Saurian Beasts** are the largest and most vicious nannies on level one. One false move and they'll bite off your head, so don't stand up; your best bet is to execute a low chop whilst kneeling.

When you encounter the **Neanderthal Men** do two low chops to knock one back, then swiftly move in for the kill with a flying head chop. Decapitation's the result.

The moves to kill the next two groups are relatively straightforward. Low chop the **Floater**s and repeat the following moves until an **Ape** is dead: low chop, followed by kick, low chop and so on...

The **Mutant Chickens** have a very odd name and even odder movements. It's precisely the way in which they move so erratically which makes them formidable foes. Keep on doing low chops, wearing them down until they make a false move. More than likely, you'll end up cutting one in half!

LEVEL TWO

The **Orc Guards** require an

BARBARIAN



overhead chop but make sure that you don't get cornered. If you do then you're sure to get a good kicking. If an Orc Guard tries to stab you do a low chop then continue with overhead chops.

Siltheking Things squirm across the ground. Chop off their heads with good low chops; use the same tactics with *Crebs*, which you should find easy meat. And as for *Stingers*, the only worthwhile move with these is an overhead chop.

If you really must tackle a *Carnivore* try a low kick and pray. *Carnivores* are among the most fearsome of monsters in the game because they get you helpless on the ground then gobble you up. AVOID them at all costs. You can jump over them but it's very difficult. Cave *Trods*, however, you might imagine that you can jump over. Wrong. Try a low chop instead.

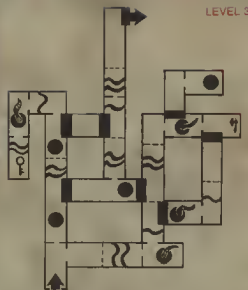
LEVEL THREE

AE of the monsters can walk or slither around, all of them that is except the *Pit Things*.

The *Pit Things* lurk in holes on the ground and swipe you with their tentacles. Timing is essential. The best thing to do is to run and to jump as the tentacles withdraw into the pit.

On the other hand, *Gobblers* are relatively easy to get rid of. Kick them or aim low chops and cut off their heads. Beware, however, the *Orclets*, who are wild, erratic and crazy. Use low chops, or if cornered by one kick it. You'll have the same basic problem with *Giant Grubs* — but wait until one jumps at you then do a low chop (I repeat, do a low chop, even though the grub will be up in the air).

And now for one of those spectacular moves which I mentioned. You will need to perform a well-timed flying neck chop to kill one of the *Dungeon Masters*. Be in no doubt, a *Dungeon Master* is a very nasty piece of work. If one tries to punch you do a low chop; if you get kicked, wait until he moves back and then perform your spectacular stunt. The result, by the way, will be pretty spectacular, too;



LEVEL 3

his heart will burst. And finally, the *Eyes* have it on this level, or rather they don't have an easy time of it. If you come across one, give it an overhead chop.

LEVEL 4



LEVEL FOUR

You'll start each level with the same number of lives that you finished the previous one with. So if you don't finish level three with a significant number of lives then count your blessings and forget about the final level. It's very tough. Also, don't bother unless you've picked up all six objects from previous levels.

If you do decide to soldier on, on the first screen it's time for the old backwards-rather-than-forwards trick which you display with the *Green Gunk*.

Onwards to the mega-fiends ... stand back and execute a flying neck chop to the *Great Demon*, followed swiftly by a low chop. Pull back and do these moves again. If the going gets tough, retreat after the neck chop.

Finally, align your character with the corpse which hangs

KEY

	PIT THINGS		ENTRANCE
	PITS		GUNK
	KEYS		GLOBE
	POTION		AXE
	DOORWAYS		SHIELD
			JEWELS

on the wall. Time a flying neck chop to coincide with Drax ceasing fire — then hope for the best. Drax is a very tough cookie, and it's instinct more than anything which will see you through the battle with him.

AN II

POKES

AMIGA

BLOOD MONEY

Using Andy Grief's cheat make's life a lot easier but you can't save your name on the high score chart. Watch out for money-munchers as they are so quick you will find they came in groups. Around 2-4 together. If you have loadsa weapons and your shields are down don't buy an extra life, get your shields replenished because what's the extra life going to do if you lose that brilliant ornament? On level 1 don't buy neuron bombs as they make the cantilever wheels spin like crazy even if they are effective on other aliens. On the level 1 guardian you must shoot it in the centre of the orb. While on level 2 you must also shoot it in the head. But be warned, the jets of fire are deadly, and there are 3 hissing monsters. The best way to deal with these monsters is to hit them in the back but watch their twisting bodies as you will be in serious trouble. Level 3's guardian is tricky. Dodge his flak and at the same time shoot the globules of his head. He will now start to bleed but even so you must hit him in the mouth for several more times before he dies. Finally the level 4 guardian. He looks like Mukor out of Blasteroids and it's the same objective, shoot those suckers off his head. Unlike in R-Type, even if the guardian is dead you will still lose a life if you make contact with him so be warned. Another devious problem are the radio beacons. Try and kill them as quickly as possible or you will be in trouble.

Radio beacons = 25
Walkers = 25
Submarines = 25
Centipedes = 25
Other nasty creatures = 25
Most major spaceships = 10.

More pokes for your page this issue with some corking cheats for the latest games. Our gratitude goes to messrs Pugh, Slack, Fraser and Fraser and to the rest of you who wrote in with your help. Send your tips and maps to CU at the address opposite.

If you really want to win just learn those attack waves.
Simon Liv,
Surrey

PAPERBOY

Bootup Amiga Basic and type in and save the listing for future use. You will be given a choice of 3 options, once chosen the game will boot.
10 REM — Cracked By Andy Grief, PAPERBOY V0.1 —
20 checksum = 0: total = 538663 crack = 521546
30 START = 521472 FINISH = START + 147: GOSUB 50
40 GOTO 90
50 FOR n = START TO FINISH
STEP 2
60 READ a\$: o = VAL ("&h" + o\$)
70 checksum = checksum + a
80 POKEW n, a NEXT n
RETURN
90 PRINT "Your Checksum = checksum"
100 IF checksum <> total THEN PRINT "Data Error"
END
110 PRINT "Insert Paperboy in Drive 0"
120 PRINT "and Cancel both Requesters"
130 PRINT "PRESS CORRESPONDING KEY WHEN READY"
140 PRINT "[1] Infinite Men"
150 PRINT "[2] Infinite Men & Infinite Papers"
160 PRINT "[3] Disable Background & Sprite Collision"
170 INPUT "WAITING—": g\$
180 IF g\$ = 2 THEN
POKEW 521506, 20081
190 IF g\$ = 3 THEN
POKEW 521530, 20085

POKEW 521506, 20081
200 CALL crack
210 DATA 41fa, 000a, 23c8, 0003, 00b6, 4ef9, 0003, 000c
220 DATA 41fa, 000a, 23c8, 0004, f1a0, 4ef9, 0004, f01c
230 DATA 33fc, 5350, 0000, 3c68, 33fc, 4e71, 0000, 3920
240 DATA 33fc, 4e71, 0000, 217c, 33fc, 41fa, 0000, 3588
250 DATA 6100, 003a, 4ef9, 0000, 0800, 2c78, 0004, 2e3c
260 DATA 0003, 0000, 207c, 00fa, 88c0, 43fa, f1a4, 43e9
270 DATA feba, 303c, 0145, 12d8, 51c8, fffc, 23fc, 2007
280 DATA 4e71, 0007, f3fc, 4ef9, 0007, f3d0, 323c, 0010
290 DATA 303c, fffc, 33c0, 00df, f180, 51c8, fffc, 51c9
300 DATA fff0, 4e75
Andy Grief.

FRIGHT NIGHT

This program will make you immune to anything. Type in and save the program to disk. When you have done this you can run the program.

Listing
10 REM *** FRIGHT NIGHT
CHEAT (C) DAVID SLACK

20 CHECK = 0
30 CHEAT = 768
40 FOR N = CHEAT TO (CHEAT + 120) STEP 10
50 READ A\$
60 A = VAL ("&h" + A\$)
70 CHECK = CHECK + A
80 POKEW N, A
90 NEXT N
100 IF CHECK <> 5285908 THEN PRINT "ERROR IN

DATA": END
110 PRINT: PRINT "PLEASE INSERT YOUR FRIGHT NIGHT DISK IN DRIVE 0"
120 PRINT: PRINT "THEN PRESS THE LEFT MOUSE BUTTON"
130 CALL CHEAT
140 DATA 33F9, 00DF, F00a, 00DF, F18Q, 0839, 000a, 008F
150 DATA E001, 66EC, 2C79, 0000, 0004, 43FA, 0052, 4EAF
160 DATA FE68, 2C40, 41FA, 003C, 2208, 343C, 03ED, 4EAF
170 DATA FFE2, 2200, 243C, 000a, 0000, 363C, 0892, 4EAF
180 DATA FE68, 41FA, 000E, 23C8, 000a, 073E, 4EF9, 000a
190 DATA 0024, 23FC, 4E71, 6000, 0005, D5EA, 4EF9, 0005
200 DATA 8014, 4446, 303A, 4652, 4947, 4854, 0000, 646F
210 DATA 732E, 6C69, 6272, 6172, 7900
David Slack,
Dilton,
Maidstone

64

GEMINI WING

Enter and run this short listing and follow on screen prompts to load Gemini Wing with infinite lives.

0 REM GEMINI WING CHEAT BY H M PUGH 1989
1 FOR X = 283 TO 315: READY: C=C+Y: POKE X,Y: NEXT
2 IF C = 3449 THEN POKE 157, 128 SYS 283
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 1, 141, 42, 4, 96, 72, 77
5 DATA 80, 32, 169, 173, 141, 122, 17, 162, 4, 189, 35
6 DATA 1, 157, 203, 81, 202, 138, 208, 246, 76, 40, 8
The Passwords

On the title screen press the "P"

PLAY TO WIN

key and enter any of these
 Passwords to start on the
 respective round
 Round 1 COKECANS
 Round 2 MR WIMPY
 Round 3 CLASSICS
 Round 4 WHIZZKID
 Round 5 GUNSHOTS
 Round 6 DOODGUYZ
 Round 7 D.GIBSON
 H.M. Pugh

SHINOBI

```
0 PRINT CHR$(147)
1 FOR I = 304 TO 343:
  READ A$
2 L = ASC(LEFT$(A$,1)):
  L=L-55: IF L<5 THEN
  L=L+7
3 R = ASC(RIGHT$(A$,1)):
  R=R-55: IF R<5 THEN
  R=R+7
4 V=(L+16)+R: C=C+V
POKE I,V: NEXT I
5 IF C<>3050 THEN PRINT
"DATA ERROR": END
6 PRINT "SAVE LISTING FOR
FUTURE USE"
7 PRINT: PRINT "SYS 304 TO
START."
10 DATA 20,56,F5,A9,40,
8D,29,04,A9,01
11 DATA 8D,2A,04,4C,40,
03,A9,AD,8D,75
12 DATA 08,A9,40,8D,77,
08,A9,1C,8D,78
13 DATA 08,4C,0D,08,00,
00,00,00,00,00
READY
```

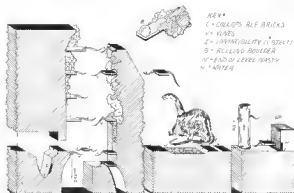
Type in the listing and 'run it'
 Follow the on screen
 instructions. The listing gives
 infinite lives.

Tim & Ian Fraser.

NEW ZEALAND STORY

To access the cheat mode on
 this great new game from
 Ocean, just press TRY
 CHEATING (Including the
 Space) keys together while on
 the title screen. The border
 should turn grey and when you
 start the game you have infinite
 kwi's and the ability to skip to
 the next level by pressing <!!

Kendal May,
 Faversham.

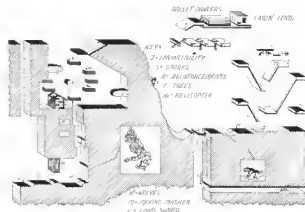


SECOND MAPPER WANTED

Can you produce artwork to the standard shown here?
 Can you crack any game and produce legible maps?
 Can you do all of this quickly, efficiently and
 professionally?

If the answer to all of these questions is yes, and if you
 own an Amiga AND a 64 with BOTH disk and cassette
 drives then we would like to hear from you. We will pay
 well for your work and you could have the enviable role
 of adding to the best games tips section around.

Apply in writing, with examples of your work, to CU
 Mappers, Commodore User, Priority Court, 30-32
 Farmington Lane, London EC1R 3AU.



CU

IT'S A MUST!

on sale 23rd October

NEXT MONTH
C64 DEMO
AND
COMPLETE GAME



RAMPAGE



POWERDRIFT (Arcade version)

There's the complete game of Activision's munch 'em up, *Rampage*, plus a 64 demo version of the self-named softhouse's conversion of the arcade classic, *Power Drift*. The cassette issue will cost a measly 10p more than usual, but at £1.30 you'll still be getting a bargain — a great cassette and a great magazine.

NOVEMBER

SPECIAL

© Next month's CU will come in two different versions. Version one will have an Amiga disk on it, version two will have a 64 cassette attached. Please note, however, that version two will ONLY be on sale in WH Smiths and Menzies.



ECO

THE LOST PATROL

NEXT MONTH AMIGA DEMO AND COMPLETE GAME

First off, there's the utterly complete version of Ocean's acclaimed 16-bit goodie, *Eco*, a wholly original game in which you start out as an insect and, quite literally, make your way up the evolutionary ladder.

And then there's the demo of Ocean's *Last Patrol*. Just look at the screen shot from it. Stunning, eh?

The disk version of next month's CU will cost £2.50. But we think that for what you'll be getting it'll be worth every single coin.

MEMBER

CALL

PAID IN FULL

ARE GAMERS BEING CONNED?

Well are they? When you buy something from the softshop where do your pennies go? Eugene Lacey has inked his investigative pen and has been taking a look at who benefits from this business

Things are not all sweetness and light in the world of software right now. The whingers are having a field day. The talk is of reduced margins, software sales down "year on year", summer slump, and too many games.

Only the shops, particularly the local independent shops, have a different tale to tell. They put the summer slump down to the dearth of good quality full price software. Of course people like to moan, and if it wasn't software sales it would be England's cricket team (awful aren't they), interest rates, or how you

can't eat anything these days without catching some infection or other.

Pricing is another issue. Ask the purifiers what they think and they will almost unanimously tell you that games are too expensive — as countless letters to CU and other mags will testify.

But are they? Judging from the number of Porsches and Ferraris in the car park at the recent PC show it would be easy to conclude that big bucks are being earned in computer games.

But before we get down to the nitty gritty let's establish the ground rules. All software houses are out to make money. They have fronted the

development costs of the game, paid for the adverts in CU and elsewhere, employed people to test the game, promote it, duplicated the disks, packaged it, and paid for it to get onto the shelves. Not all of this money is up front — deals between software houses, developers and distributors vary. But everyone has to get their cut eventually and the software house will justifiably be trying to get as large a cut as possible — as will everyone else in the chain. That's business. This is how it works. Josephine Punier purchases *Page Seven*, *Felias Strip Poker Extravaganza* from Hunksoft at £24.95. This is

where her money goes: £11.30 software house, £8.75 retailer, £5.00 distributor.

The average software house will break up their £11.23 as follows: £3.36 packaging and production (includes duplication of disk(s), artwork and print), £1.12 royalties to development house, £1.68 marketing costs (advertisements in CU, posters in computer shops, wine and dining Mike Pattenden — he likes expensive Japanese nosh), £3.36 overheads (office rents, phone bills, wages, payments to the lease hire company for the BMW),





leaving £1.68 profit.

A top selling 16 bit title (*Falcon, Carrier Command* or *Gunship*) can hit between 50,000 and 100,000 units across Europe. Add the nougts to £1.68 to work this out for yourself. Bear in mind though, that most companies are working on a break even figure to calculate their £1.68 per unit. Once break even point has been hit and the software house starts to get repeat sales on a product then this figure is likely to increase significantly.

But that is a top selling title. Most games are not like this. A medium Amiga title might hit only 25,000 units across Europe. A low seller

less than 10,000. On the surface it still looks like a lot of dosh in the bank but this is not necessarily so. An average software house will aim at publishing several titles in a year and has to budget for misses as well as hits. Of course they will all claim to be software Scott, Aiken and Watemen but they have all had failures, even the best of them. Some will bomb, or perform way below expectation: that is the hard fact of the matter.

Software houses therefore have to budget for a portfolio of launches. So just because *Page Seven Felias Strip Poker Extravaganza* has been at the top of the Amiga charts for the

last six months, it doesn't necessarily mean that Hunksoft's boss is taking delivery of a new Testarossa. She may still be writing off the loss on *Fiona Wright's Lingerie Construction Kit*. But it's not just bombed out games that can do serious GBH to the bottom line. Mr Parate will take his cut, as will Mr Dodgy-No-Pay, Ms Software-No-Deliver-Game, Mr Taxman, Mr Accountant, Mr Solicitor and stacks of others. Software houses are generally young, inexperienced 'start-up' companies (launched on a shoe string and struggling to fund their growth from their meagre profits) and every shark in the

pond is out to bite a chunk of cash out of their earnings.

The larger software houses are less likely to get ripped off by middle men, or anybody else for that matter, but they too have financial headaches. Apart from running bigger offices with more staff they also have to compete in the increasingly expensive scramble for coin-op licences if they want to stay in the big league with the Oceans, US

Main picture from 'Wall Street' Twentieth Century Fox. The software added to this picture has been chosen entirely at random, and CU would like to make clear that its presence in no way constitutes judgement on either the quality of the products or the integrity of those people associated with them.

UBI SOFT presents

IRON LORD



UBI

The Age of Chivalry



Screenshot on ST



Screenshot on C 64



Screenshot on Amiga



Screenshot on ST



Screenshot on ST



Screenshot on ST

The Crusader Of Justice.

For the past 5 years you have been away fighting in the Holy Land. When you finally return home, your father, The King, has been deposed by your brutal uncle and terror and oppression now rule this once serene Kingdom.

You must recover the throne.

However, deceit and treachery are everywhere and you must prove your birthright through guile and trials of combat in archery, arm wrestling and sword play.

This is a magnificent adventure set in a medieval world where your strategy is as important as your strength.

Available on C 64, Amiga,
ST, PC, Amstrad

Distributed in UK by
27 THE AVENUE, BRONDESBURY, LONDON NW6 7NR



Computer shopping is fun at the Computer Shopper Show!



Yes, for three exciting days in November, Computer Shopper will turn Alexandra Palace into the world's greatest computer show. Everything you need for business and leisure computing will be available under one roof - with experts to help you make the right choice!

The Computer Shopper Show is your chance to meet the dealers with the bargains, the manufacturers with the latest machines - and to take away the things you buy on the day!

Auctions, demonstrations, competitions... everything that you've ever wanted from an exhibition will be happening at the Computer Shopper Show - the only show for the direct buyer and the ultimate computer shopping experience!

And, with Computer Shopper you know you'll save money!

Why not start right here! By ordering your tickets in advance you will save £££! Simply complete and return the coupon with your payment or telephone the Credit Card Hotline on 051-357 2961 to place your order.

The Computer Shopper Show

Alexandra Palace, London

10am-6pm Friday, November 24
10am-6pm Saturday, November 25
10am-4pm Sunday, November 26

COMPUTER SHOPPER SHOW '89
VENUE: 16 ALEXANDRA PALACE

SAVE £££ WHEN YOU BUY OUR TICKETS IN ADVANCE!

Please return this coupon for the Computer Shopper Show!

- ☐ Adult tickets at £3 (Save £11)
☐ Under 16s tickets at £2 (Save £11)
☐ Family tickets - admits up to 2 adults and 2 children - £9 (Save £5)

TOTAL

- ☐ I would like to pay by:
☐ Cheque made payable to Database Exhibitions Ltd
☐ Credit card ☐ Access ☐ Visa ☐ Ebury Date

No.

Signature

Name

Address

Postcode

Please return your completed order form to:

The Computer Shopper Show Ticket Office, Database Exhibitions

1st Fl, PO Box 2, Chesham Park, South Wales LL35 3GA.

4750

- ★ Over 250 stands serving every major make and model - the ultimate computer hypermarket, packed with pre-Christmas bargains and offers.
- ★ Incorporates the Amstrad Computer Show, the Atari Computer Show, the Electron & BBC Micro User Show and much, much more!
- ★ On-site car parking for hundreds of cars - ideal for taking away your computer bargains on the day!
- ★ Excellent public transport network with courtesy coach link to the local British Rail station.
- ★ Special show features and entertainment to make your shopping experience fun!
- ★ Special discount tickets for under 16s and family groups

Sponsored by

COMPUTER SHOPPER

Organised by

DATABASE EXHIBITIONS

Printed on Microfilm

To place your order by Postcard, Ring +89 (then 41 654303). Microfilm users should key 723945 001. Please quote your credit card numbers and your full name and address when you place your order.

TELEPHONE HOTLINE
Place your orders for tickets by calling
051-357 2961

PAID IN FULL

Gold's, and Activision's of this world. The coin-op manufacturers won't settle for a cut of the sales. They insist on money up front — and their fee can be as much as a million pounds for the rights to a first class licence. This is one hell of a gamble for a company to take. They are basing their decision on the current popularity of the coin-op in the arcades. Once the licence is signed sealed and delivered it may be another twelve months before the game reaches the shelf of Boots Computer Department.

If a week is a long time in politics — then a year has to be an infinitely longer time in software, particularly when you are waiting to see what pay back you will get on your million pound risk. This is a shit or bust deal. The game has to clean up on all formats — sweeping all before it, reaching and hanging on to the number one slot in the software sales charts at a good time of the year. To be in the big money you have to have big hits — and the truth of the matter is that there aren't many of these each year.

Cutting out the middleman seems on the face of it like an obvious thing for a games company to do but on closer examination it is not nearly as simple as it appears. Warehousing and distributing anything to its potential purchaser is a highly complex and costly business.

The software houses do not have the specialist skills or resources to provide guarantees of availability to all of their customers. The distributors have survived because they do. The retailer wants the latest games the minute they roll off the production line. If Pattenders Software Emporium hasn't got *Page Seven Fellas Strip Poker Extravaganza* on the shelf when Josephine Punter comes through the door with her twenty five quid in her purse then he is going to lose a sale



Film licences cost a bomb.

and Josephine is going to get her not-so-cheap thrills elsewhere.

The distributor is grossing about a fiver on very copy of *Page Seven Fellas Strip Poker Extravaganza* sold — but this is not clear profit. Freight, staff, and telephone bills are the main business overheads that the distributor has to find before he is into profit. One distributor told us "margins are tight. It is an ever more competitive business with few people making more 20% and a lot of people making a good deal less — say only 10%. The distributor is therefore making about £1.60 per copy — roughly the same as the software houses.

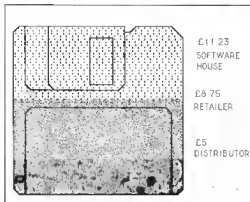
The other main group who have to get a cut out of Josephine Punter's £24.95 are the shops. Our research

suggests that they get £8.75 for every game sold. On the face of it this seems like a lot — considering that they did not develop the game or take the main publishing risk involved in producing the game. Despite this few of the other people in the trade were critical of the retailers. One software house told us

Dick's the name, Virgin Mastertronic the game, plus Virgin Airlines, Virgin Records and don't it make your brown eyes green, Dicky?



Page Seven Fellas Strip Poker Extravaganza costs £24.95. The diagram below shows the amounts apportioned to each of the three main groups of people who get software in you, the buyer.



'without the independent software shops there would be no 16 bit software industry... they need to get what they charge to make a reasonable profit and to provide the service that they do — specialist knowledge of the products, an opportunity for the customer to see the software up and running and to talk to someone who knows something about it... by and large the independents are also better at dealing with problems than the chain stores.' By contrast nobody has a good word to say for the chain stores and it is widely believed that their cut is an easy touch. As one source claimed: 'basically they only cater for gift purchase and impulse buying'.

Only 10% of software sales in the UK are accounted for by chain stores such as Boots and W.H. Smith. Despite this surprisingly low proportion of total sales they have a considerable influence over the market — and the fear is constantly there that the 'big boys' are going to pull out of stocking computer games. Boots and Smiths were reluctant to comment on their pricing policies but their thinking goes like this. Large High Street stores in prime locations are expensive to build and maintain. The floor area must generate a set amount of revenue per square metre in order to pay for itself and contribute to profit. The financial performance of the computer department in your local Boots or Smiths will be assessed in this way. Retailers are therefore keener than anyone to see that prices remain high.

PAID IN FULL

But doesn't all this miss the simple argument that if you sell something for less you are going to sell more of it? One man who thinks it does is Llamasoft boss Jeff Minter who has consistently maintained that games are too expensive — particularly 16 bit games, and claims that distributors won't take his games because of his insistence on a lower retail price. Writing in a recent issue of *ST Action* he states "the distributors won't buy them as they're too cheap". Some of the coin-op converters like Ocean, US Gold, and the recently converted Domark also seem to favour a slightly lower price on 16 bit — £19.99 — as opposed to £24.99. But their games tend to be simple arcade conversions — involving little creative input, or the conversion of a licence of some kind such as a board game or a film involving no creative risk. The creators of 16 bit original games — such as the designers of *Falcon* or *Carrier Command* are much more firmer in the value they provide at twenty five quid. Speaking for Spectrum Holobyte, Tom Watson told us "three man years went into development of *Falcon* across the various configurations of the game that we publish, the manual and the packaging are consistent with what our research tells us that our customers expect in a game of this type, the consumer therefore has a simple choice — yes he can have a cheaper product, but not one of this quality, it's simple isn't it economically feasible".

So just what do the people clocking up all these "man years" get out of their games in hard cash. Are they the ones ripping off Josephine Punter? Merv Dine programmed the Spectrum version of *Last Ninja II* and has recently been working on a game called *Hammerfist* for the Amiga, Konix and ST. He told CU: "we formed the

society to protect programmers from being exploited by unscrupulous publishers. In most cases the programmer gets a smaller cut than anyone. A top notch game can take up to a year to programme. It can involve several programmers working on various aspects of the game and on different versions. It is our view that the money a programmer earns for his game is well deserved — and hard earned in most cases".

The programmers of *Page Seven Follies Strip Poker Extravaganza* will be lucky to receive more than £1.20 per copy sold. A top selling game that converts across a variety of systems and becomes a classic — ie a game that you will feel compelled to have when you get a new computer — an *Elite* say, or a *Falcon* — can net a programmer vast amounts of money as he will still be receiving royalties long after he has completed work on it. But once again this is the exception, rather than the rule, and few programmers are in the expensive foreign sports car club with the owners of the software houses. The hassle factor for programmers is also enormous. Disputes between programmers and publishers over royalties are common place. The programmer may also have to kiss goodbye to a large chunk of his earnings to his agent. Computer games are no different to the record or book publishing business in that there is always a Mr 10% (Or 15% even) to be cut in for negotiating on his

Two toothless, two Halloween masks — hey presto! Keep your PR costs down, one Madballs pie!

behalf.

So is £24.95 too much for a game? The answer in most cases has to be yes. When you look at the business it is difficult to see any one area making disproportionately large amounts out of the game. They are all putting something into the business and contributing to the availability of a range of games for Josephine Punter to choose from. The trouble is many of those games are rubbish. Not only are they not worth £24.95 they are probably not even worth less than half of this. Twenty five pounds is far too much for a piece of simple arcade entertainment which will at best provide the player with a

few hours enjoyment. Games that do justify their price tag — *Populous*, *Carrier Command*, *Falcon* or *GunsHIP*, sadly, do not make up the bulk of the games on the shelf. These good games are dragged down by too many games which keep the general standard low. But there is only one person to blame for this — you. If you go on buying rubbish, don't complain when you discover that a twenty five pound game is obsolete after a few hours, or is full of bugs, or has a nonsensical manual then it is going to keep on happening. Yes £24.95 is too much for a pile of crap. Any amount of money is too much for any pile of crap.

A necessary expense in any business



KULT



The Temple of Flying Incense, reeking with grotesque secrets.



So easily innocuous and yet so bewitching.



Your blood will freeze, friend. You can never be the same.



Your fears will shiver at the chilling change in you.



They'll hate you're only been making rotten things better.



But EXXOS has laid a cunning trap. There's no escape. Now YOU are one of the mutants!



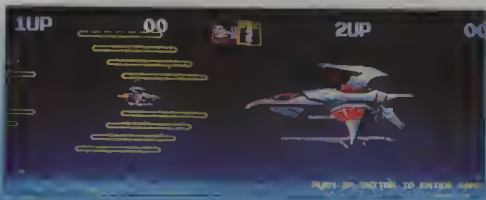
ATARI ST
AMIGA 500/1000/2000
PC & COMPATIBLES



DISTRIBUTED BY: AMIGA 500/1000/2000
COPYRIGHT: MINDL. 1991 2000

TEL: 01 764 0122
FAX: 01 764 0122
WWW: WWW.KULT.COM

ARCADE



Sharp, neat graphics

SAGAII

TAITO

his isn't the first attempt Taito have made to marry the blasting thrills and brilliant graphics of R-Type with a double-screen monitor — their first try, *Darius*, briefly hit the arcades about two years

ago. But *SagaII* is a far more serious coin-op proposition than its rather tame predecessor.

For one or two players, *SagaII* challenges you to blast and bomb your way through seven

levels of interplanetary nasties. Each level represents one of the better known celestial bodies, radiating out from the sun. Thus you start out at the sun and have to work your way through Mercury, Venus and

the Moon before you get to see what the Earth level looks like. This is rather fiendishly clever of the manufacturers because all the early levels are very pretty indeed, and you're apt to spend quids and quids trying to get a glimpse of our home planet. To add to the one-more-go appeal, as the planets radiate outwards you get to choose between more than one scenario on each level. Thus you get to pick from two different Mercury levels, three different Venus levels and so on. So naturally you'll probably be tempted to check out the scenario you passed by the first time round on subsequent plays.

Unlike *Darius*, *SagaII* has not



Fishy business

ADDIES



Blast your way through the protective spheres

become so blinded with its own cleverness that it neglects the one element that made *R-Type* really indispensable: thrills.

Although you may be attracted by its novelty, chances are you'll atick around for its action, because *Sagat* manages to cram an inordinate amount of varied alien-blasting into its seven beautifully drawn levels. Metallic spacecraft, fiery flying fish, enormous intergalactic sea horses, huge segmented alienekes and a myriad of other weird and deadly creatures abound in our not-quite-as-friendly-as-us-all-thought solar system, and they're all out to get you.

In keeping with tradition, wiping out certain waves of alien

drones allows you to power-up your rather fragile little craft. Four different icons represent increased canon, laser, bomb and shield capabilities, and you certainly will need all the help you can get to complete each level. One nice little trick is to destroy a ground or air based nuclear "lochka", which has the effect of smorting all the nasty space trash in your immediate vicinity while leaving you miraculously unscathed. You generally have to die at least two fairly formidable boss baddies to complete each level, as well as their hordes of space-tackles. Believe me, holding onto those precious power-ups for even one level is well-nigh impossible.

The double-screen affect? Well, I suppose the best compliment you can pay it is to say that you soon forget all about it, so preoccupied are you with the horde of aliens invading your twice-as-large-as-normal playing area. And it does allow the aliens to attack you in much larger formations, and with many more ships simultaneously. Technically, the joins are just about visible, but they don't have any adverse effect on gameplay.

And, although it's usually taken for granted, it's worth making a special mention of *Sagat*'s excellent soundtrack, a continually varying combination of Brian Eno, Ennio Morricone and deep house. It's total-

ly brilliant, and to add to your appreciation potential, there's actually a headphone port with an adjustable volume control.

So, although I freely admit I came to *Sagat* expecting the worst, in the end I spent almost all the Ed's holiday money trying to blast my way to earth, which is a pretty good sign. And if you're interested, no, I didn't actually ever arrive...

SOUND	91%
GRAPHICS	86%
PLAYABILITY	83%
CONVERTABILITY	41%
OVERALL	84%



Shoot the volcaneer



NOW

THE ULTIMATE UTILITY CARTRIDGE COMES OF AGE!

ACTION REPLAY Mk VI

IS HERE

FOR CBM64/128

THE ACTION REPLAY
MK VI WILL LOAD
A 500 BLOCK
PROGRAM
IN UNDER 6
SECONDS

ONLY
£34.99
POST FREE

THE MOST POWERFUL FRIENDLY AND FEATURE PACKED UTILITY CARTRIDGE EVER CONCEIVED!

TURBO SLIDER

With Turbo Slider you can load a program in under 6 seconds. No more waiting for the program to load.

POWER GENERATOR

With the Power Generator you can generate a program with any number of blocks you require.

PROP MACHINE CODE EDITOR

With the Prop Machine Code Editor you can edit any program in the system. No more waiting for the program to load.

SPRITE CONTROL

With the Sprite Control you can control any sprite in the system. No more waiting for the program to load.

UTILITY

With the Utility you can control any utility in the system. No more waiting for the program to load.

DISK COPY

With the Disk Copy you can copy any disk in the system. No more waiting for the program to load.

INFO TURBO

With the Info Turbo you can load a program in under 6 seconds. No more waiting for the program to load.

FAST FORMAT

With the Fast Format you can format any disk in the system. No more waiting for the program to load.

PRINTER SWAP

With the Printer Swap you can swap any printer in the system. No more waiting for the program to load.

CENTRONICS INTERFACE

With the Centronics Interface you can interface any Centronics printer in the system. No more waiting for the program to load.

SCREEN EDITOR

With the Screen Editor you can edit any screen in the system. No more waiting for the program to load.

EXTENDED TOOLKIT

With the Extended Toolkit you can extend any toolkit in the system. No more waiting for the program to load.

ONLY £34.99
The standard version
and initially impressed.
This is easily the best
value for money
cartridge The Cartridge
King®

HOW TO ORDER**PHONE**

24hr Credit
Card Line

POST

Send cheques/P.O.s made
payable to: Datel
Electronics

FAX

0792 744 202

UK ORDERS POST FREE
EUROPE ADD £1
OVERSEAS ADD £5

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS
AND SUBJECT TO CHANGE WITHOUT NOTICE

DATTEL
ELECTRONICS

DATTEL ELECTRONICS LTD.
FENTON INDUSTRIAL
ESTATE
BOVAS ROAD, FENTON,
STOKE-ON-TRENT,
ENGLAND.

TELEPHONE
0792 744 202

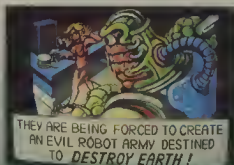
**GRAPHICS PORT
UTILITY DISK**

With the Graphics Port Utility Disk you can port any graphics program in the system. No more waiting for the program to load.

SCREEN EDITOR A complete screen editor allows you to create or edit screens in the system. No more waiting for the program to load.

ONLY £9.99

ARCADES



Who's got the robot?



Gather little robots.

ESCAPE FROM THE PLANET OF THE ATARI ROBOT MONSTERS

It's rather refreshing, after plodding through ten trillion coin-ops with obscurist sci-fi nonsense names like *Acrtancer* and *Sagall*, to come upon one which prefers a style and title more befitting a 1950's B-movie. It shows a certain self-deprecating sense of humor, a trait sadly lacking in most arcade games. Alas, I fear that a groovy name is not quite enough to save *Escape From the Planet of the Robot Monsters* from dullness.

It starts promisingly enough. After all the usual guff about the world being taken over, aliens creating robot warriors to enslave the human race and your being the said race's only hope, you're beamed into a rather nice-looking 3-D style factory-scape, complete with moving staircases, filing cabinets, load-computer human slaves and killer robot guards. You are a small, weedy-looking bloke. In fact, the whole thing has a distinct taste of that arcade-cum-strategy home computer smash, *Impossible Mission*.

Your task, should you choose to accept it, is to destroy every robot, and to free every human slave and hostage you find. You've got to be careful though not to class any humans — two hits and they're history.

You've got the occasional more efficient weapon left around by careless robot guards, food cupboards to be raided in order to keep up your strength and the odd speed up

icon which allows you to whizz about the playing area for a limited time, dialing and freeing in triple-quick time. There are also moving staircases which bring you up onto new levels, but which have to be activated by you first. There are various different classes of robot, including ones which float and ones which tend to congregate around you if you've been on one level for too long. Your character can jump and crouch in order to avoid deadly robot rays.

All of which would seem, I realise, to suggest that the game was choc-a-block with action, and a worthy candidate for 30p of anybody's hard-earned. Well, it is choc-a-block with action all right — it's just that the action never really varies. Sure, you get a couple of extra robot guards on each new level, but the essential appeal — or lack of it — of *Escape From the Planet of the Robot Monsters* can be found within seconds of pumping in your coins.

Perhaps if the game had followed its silver screen precedents and managed to be really awful, but camp, it would have been a bit more appealing. As it is it's worthy, well enough put together, but ultimately dull. It just has a brilliant name.

They peel you with their metal knives.



SOUND	59%
GRAPHICS	72%
PLAYABILITY	53%
CONVERTABILITY	60%
OVERALL	51%

Tommy's TIPS

Pure magnetism

● In the immortal words of the Beatles, HELP! (please). Not long ago, by accident, I somehow managed to corrupt all of my disks with a rather large magnet. As you can imagine, I was a touch miffed. But imagine my surprise when my computer manages to churn up my original Workbench disk. But, straight to the point, do you think that excess magnetism could have somehow damaged my drive? If so, how much do you think it would cost to repair? (my computer is out of warranty). Also, will the corrupted disks every be useful again?

Next problem. The Star LC10 colour printer, is advertised as having colours. Does this mean that only 8 colours of the 4096 will be able to be printed. Please answer quickly because I haven't smashed up a computer in ages.

Avon.

The simple answer is YES. EXCESS MAGNETISM WILL SERIOUSLY DAMAGE THE HEALTH OF YOUR DISKS! Secondly, what are you doing using the original of your Workbench disk? Always use a working copy of Workbench so that you don't suffer such disasters.

As for whether the magnet has damaged your disk drive, that rather depends on what you did with the magnet! The read/write head is a fairly delicate magnetic coil, but is fairly well hidden inside the machine. However, given a strong enough magnetic field it is conceivable that some residual magnetism has been induced into the read/write head and this would indeed cause some problems, but the possibility

is extremely remote.

If you can format a disk and write to it, then recover the data again, then there is unlikely to be any problem with your drive. However, if you can not do that then I suggest you contact your local dealer who should be able to arrange for an engineer to check and repair the drives as necessary. As for the disks, like most corrupt media, reformatting them should restore them back to useful life, although I state that if a disk won't format, throw it away! With any colour printer, be it a dot-matrix like the LC-10 or an ink-jet like the Xerox 4020, it uses only black plus 3 other main colours: yellow, blue/cyan, red/magenta. From these, many other colours can be made by varying the density of dots of each colour that make up a shape or line. So, even the 8 colour quoted for the STAR LC-10 are made up from 3 (+black) and in reality, using the EPSON IX-80 printer driver will give you many hundreds of colour shades. They will obviously not match exactly what you see on the screen, but you'll still get the overall effect.

Corruption

● I have a problem with my Amiga 500. It seems I must have erased the information from my disks because every time I put that certain disk this message appears: "Error validating disk" "key 880 checksum error". Then when you hit cancel it says: "Disk structure corrupt", "use DISKDOCTOR to correct it". Then it says: "Not a dos disk in unit 0".

Please could you assist me and how can I fix the disk? T. Mifflid, Toomue Valley, Australia.

It is possible that the disk has become corrupted, or the formatting did not work correctly, or the disk has been placed in a magnetic field. If it only happens with one particular disk then it is unlikely to be dirty disk heads, but if it starts to happen on a number of disks then use a head cleaner before you ruin any more disks.

If the disk is so badly corrupted that it doesn't even look like a DOS disk then there is little hope of recovering anything that might be on there (not strictly true, but I suspect you don't have the necessary utilities to even begin the task). You can re-use the disk just by reformatting it. If it fails to reformat then — once again — bin the disk! Don't risk using a suspect disk since it just isn't worth the cost of a new disk to risk the data you put on it. Since the Amiga drive is a double sided unit there are two disk heads; the drive reads both sides of the disk at the same time and just looks to see which track (and therefore which side) the data is stored on. That is why when you do a copy you will see it saying HEAD 0, TRACK 1, then HEAD 1, TRACK 1 etc.

Language student

● I have an Amiga and besides games I enjoy programming. I believe I have fully explored basic and I've decided to learn another programming language. Can you suggest a good language which also gives access to the

Amiga capabilities (scrolling, sprites, sound etc). Assembly seems to be the answer to me, so:

1. Which books do I need? (from kernel manual, MCB8000 users manual, other tutorials).
2. Which programs? (Assemblers, disassemblers, monitor, linkers, libraries).

Because I live in Cyprus, it is difficult for me to find the books and programs unless you also note the publisher of each book and the addresses of the software companies. Larnaca, Cyprus.

While learning assembler may be fine for computers such as the C64 etc, things are a lot more complicated on the Amiga, due to the multi-programming nature of the Operating System (AmigaDOS). True, for real speed you may need to use some 68000 m/c code routines, but for any decent sized program you should really be thinking in terms of a higher level language. Since the Amiga's Operating System was written using the 'C' language, all of the routines are callable from that language and represent probably the most efficient way of extending your exploration of the Amiga's capabilities.

There are several 'C' compilers on the market, and it is really a case of what you can afford. The main ones are: Lattice 'C' v5.0 (@ £190) or Aztec 'C' (Developer @ £130, Professional @ £90). All of these are available from Megaland, 42-44 Millbrook Road East, Southampton (but contact them for the latest ex-VAT prices first as they may have changed by the time this is published).

There are two books I would recommend for learning 'C', the first is 'From BASIC to C' by Harley-Templeton (£15.25), also available from Megaland. The second book is a very large 'C' manual called 'C Primer Plus' by Waite Prata Martin (£21.50), which covers the 'C' language in detail, while to relate the use of 'C' to the Amiga specifically there is a book called 'Inside the Amiga' v3 by Berry (£19.95) which covers a lot of the calls to existing routines. Both of these books can be obtained from Computer Manual Ltd, 30 Lincoln Road, Olton.



It's quite OK for gangster's mouths to kiss Tommy. He uses lovely, minty toothpaste

Birmingham, B27 6PA.

Finally, a book which really goes into several aspects of programming the Amiga, including the use of 'C' to call routines, is 'The Kickstart Guide to the AMIGA' by Ariadne Software Ltd, 273 Kensal Road, London, W10 5DB (£14.95), a very useful book indeed for anyone thinking of writing software on the Amiga in anything other than BASIC. Don't forget that you will have to add substantial postage costs to the above prices if ordering direct from overseas and that there is no VAT to be deducted from books.

Version update

● Could you please tell me what the difference is between an Amiga 500 v1.2 and the v1.3. It seems the v1.3 doesn't accept all software loaded into it.

My Amiga is now nearly two years old, so it's the v1.2 version. After showing my friends what an Amiga can do, many of them went out and bought one.

Unfortunately for them they have bought the v1.3, eg my copy of *Heroes of the*

Lance does not want to load on any v1.3. Could you enlighten me on this problem?
D. Sinclair,
Germany.

This is typical of many others which highlight one of the difficulties that occurs when manufacturers update their operating systems. There are several programs on the market, not all of them games, which will not run under Kickstart 1.3.

You should be careful about exactly what you mean though when talking about different versions, because Workbench is also on version 1.3 and this can cause some confusion. On the Amiga A500, Kickstart is a ROM, whereas on the older A1000 the Kickstart is loaded from disk. So, it is possible to run Workbench 1.3 on an A500 that is using Kickstart 1.2. However, as you say, the latest A500 are being delivered with the Kickstart 1.3 ROM and it is these that are causing most of the problems. The answer from Commodore is that if the program writers had stuck to the approved conventions and vector tables then there should be no problem. Unfortunately, this is not

always as easy as it sounds, particularly on a machine as complex as the Amiga, and the result is that all the 'naughty' programs are now being found out.

I am afraid that there is no easy solution since you can't just swap the ROM for the 1.2 version each time you want to run a particular program. All your friends can do, at least until new versions that will run appear, is to tell the supplier of the software that they have a 1.3 ROM and that the software is purchased on the understanding that it will run on that machine. It is then the responsibility of the supplier to ensure that the software does work. Small comfort, but hopefully newer programs will not suffer from this problem as they can be tested on 1.3 before release.

Power crazy

● I purchased a disk drive switch and joystick/mouse switcher from Trilogic, after testing them I found both to be faulty so I returned them.

Trilogic sent them back to me with a letter saying I should operate them with the

Amiga power down, I would be grateful if you could explain what this means.

G. Mishir,
Hyde,
Cheshire

It sounds as though you are trying to alter the switches after you have switched the Amiga on. When Trilogic say operate them with the power down they mean when the Amiga is switched off. The reason is that the Amiga checks its peripheral devices when it powers up and thereafter assumes that what was there at the start is still there. If you change any switch settings after switching on then the devices will not work, since either the Amiga won't recognise them or it will think that they are still there and try to access them, but won't be able to. It is always safer to alter such switches while the power is off to avoid damage to the devices, but if you do alter the switches with the power on then you must immediately do a warm start to re-boot the computer (hold down the CTRL key and both Amiga 'A' keys either side of the space bar). This will cause the computer to re-check the connected devices.

SELL-OUT

TO ADVERTISE IN SELL-OUT CALL FIONA McMAHON ON 01-251 6222

ONLY POOLS AND HORSES

FOOTBALL BOXFORM (14.95 (+ £3 for 3" disc))
 • The ONLY sports program written by a GENUINE EXPERT who has been professionally employed as such in the leading bookie's office, the "BOOKIE" how to help you win.
 • The ONLY program dealing with football bets that has been most widely published in a national sporting magazine.
 • The ONLY program to obtain 50% MORE DIVIDENDS than obtained by others.

FOOTBALL BOXFORM is not a gimmicky play thing, but a serious statistical analysis of football facts for both spectators & bettors. It improves the chances of winning on the pools & fixed odds and is a unique program current now in testing the program to thoroughly "Horse" today and shows you in value of most and true value given to every major. Mark takes show of a glance the teams running in hand and those having a clean sheet. Covers league and non-league rules.

BOXFORM & HANDICAP WINNER (14.95 (+ £3 for 3" disc))
 Two programs for the price of one. Easy to use and they never get out of date. All you need is a few minutes with a daily paper. BOXFORM weighs up a race by understanding the truly latest of facts. Easily amended to suit the user's taste.
 HANDICAP WINNER shows the value for money bets. Hundreds of winners in handicaps this year at 1001, 1011, 1011, 1011 etc. etc.

SPECIAL PRICE of £14.95 (+ £3 for 3" disc) for all of the above programs
 Why pay inflated prices? BOOTH CLOVER and get the BEST.
 Available on tape or disc for SPECTRUM, CMD MATE, IBM PC & IBM XT from:



**BOXOFF (CU), 46 Aikens Meadow,
 Heaton, South Wirral, L44 9BQ.
 Credit card holders may phone
 051-536-2948 (24 hrs)**



AMIGA DEMO LIBRARY We're the cheapest in existence and there's no membership fee! £1-45 per disc, including postage and packing, or if you supply the disk, 70p each! Send an SAE to: DEMON Software, Northdown, Westland Green, Little Hamdon, Wilt. SS11 2AQ

AMIGA CONTACTS WANTED. Send disk and letters to: Andrew Longum, Middlethorpe, SA, G68 0GQ 3, Norway. All letters answered, but please send disks.

C64 FOR SALE. Defocompatible two joystick, mouse, magazines, 2500 games. Worth \$800. Only \$295 and. Phone John 661-645 7542 (evenings)

A COMMODORE 64 with cassette and disc drives, with over £1,700 worth of software. This action replay mock IV and joystick, worth £2,000. Sell for £375 or near offer. Phone 061-775 2428.

ADRIAN'S ARCADE

THE COMMODORE SPECIALISTS

64, 128 and AMIGA. Exciting range of software for HIRE.

HARDWARE: Attractive Discounts.

i.e. Amiga + 1084 colour monitor £570

SOFTWARE: ALL machines 25% Discount

**Details: Large SAE to
 7 Woodley Headland, Peartree Bridge,
 Milton Keynes, MK6 3PA**

FORBIDDEN PLANET

We have an astonishing range of comics, graphic novels, books, memorabilia, posters, T-shirts and toys.

**71 NEW OXFORD STREET
 LONDON WC1A 1DG**

01-836 4179

and

01-379 6042

VIRUS FREE PD

PUBLIC DOMAIN SOFTWARE FOR THE AMIGA

DEDICATED TO THE TOTAL ANNihilation OF VIRUSES

FREE MEMBERSHIP ALMOST ANY PD SOFTWARE AVAILABLE

**£ 2.25 PER DISK
 £20.00 FOR 10 DISKS**

ALL DISKS ARE INDIVIDUALLY TESTED TO ENSURE THAT THEY ARE DISTRIBUTED VIRUS FREE
 WE WELCOME OVERSEAS ORDERS

(SPECIAL INTRODUCTORY OFFER TO NEW MEMBERS) WITH YOUR FIRST ORDER OF 5 OR MORE DISKS, WE WILL INCLUDE OUR VIRUS KILLER DISK AT NO EXTRA CHARGE

FOR A FREE LIST OF THE SOFTWARE THAT WE HAVE IN STOCK,

PLEASE SEND AN SAE TO:

**VIRUS FREE PD, 23 ELDBROUGH ROAD, MOREDON,
 SWINDON, WILTSHIRE, SN2 2LS**

SPECIAL OFFERS

1) FREE F.S.L. — Amiga Cal
 cularo, send one diskette with you address to get acquainted with FSI and FHI. Foundation DATA-USER International P.O. Box 1057, NL-5602 BB Eindhoven

SOFTWARE

2) Amiga Atan-ST and IBM PC
 Softw on Nashuadisk etc from £2. — first saving, postage and International Soft-User Help Service Foundation, SOFT-USER International P.O. Box 1057, NL-5602 BB Eindhoven

HINDLEY ELECTRONICS

COMPUTER REPAIRS

FAST FAST FAST

STANDARD CHARGES

Commodore C64 £25
 Commodore C64C £29
 Commodore 4+ £25
 Commodore C 16 £21
 Commodore 128 £32
 Commodore Vic 20 £18
 1541 disk drives £32.50 (excluding R/W heads)
 Commodore IC's please ring for details

Amiga 500 repairs £40
 All prices inclusive of VAT and reduce postage including insurance.

Please ring before visiting
 3 months warranty on repairs with average 24 hour turn round
 Dept C.U.

HINDLEY ELECTRONICS

97 Market Street
 Hindley, Wigan
 Tel: (0942) 522743
 The Standard Charges is not applicable to machines with multiple faults

AMIGA PERIPHS WANTED to exchange: FAX, printer, etc. 100% reply anywhere in the world. Write to: Samer Kurd, P.O. Box 261, Amman-Jordan.

C64 COLOUR MONITOR, 135 games, cassette recorder, two joysticks, all computer books, power pack. Call (0932 87) 2795 after 6 pm, £375 and

COMIC SHOWCASE

Specialists in American Comics.

- New Imports every week
- Badges and Posters
- Graphic Novels
- Original Artwork
- Mylar Bags
- Posters
- T-Shirts
- Comic collecting accessories

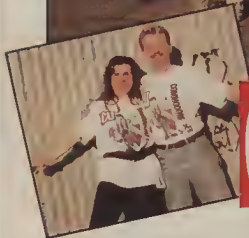
LONDON

76 Neal Street WC2

Tel. (01) 240 3664

TO ADVERTISE IN SELL-OUT CALL FIONA McMAHON ON 01-251 6222

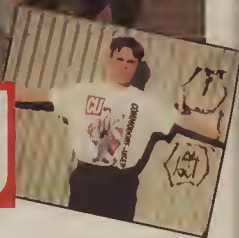
GET IT ON!



ALL NEW

CU

T-SHIRT



Please send me ____ T-shirts at
£5.95 + 50p p&p each.
Size M/XL, Total amount enclosed £ ____
Please make cheques payable to
Commodore User and send to:
Commodore User T-shirt offer,
14 Holkham Road, Orton Southgate,
Peterborough, PE2 0UF.

Name

Address

.....

.....
Please allow 28 days for delivery.

MODELLED BY THE MOST DYNAMIC TEAM IN THE BUSINESS

Guaranteed to create jealousy in all
your mates, this exclusively designed
T-shirt is a **MUST** for all serious CU
readers.

To get one before **THEY** get you just
fill in the coupon and send it along with
a cheque for £5.95 + 50p p&p.

OUTER LIMITS



A Grand slam have released miniature arcade machines. Outrun and Afterburner retail for £34.95, from Argos and similar.



More bat memorabilia with this 'ethnic' brooch. In your hotshop now.



A WWIII sci-fi trilogy. Trick Cards (pub Titan) in all the right stores.



How about this for a monster! A new Sony twin CD twin cassette, lots of computer features and a six hundred quid price tag to match! v

Video nasty but nice if you can afford it. A movie from Philips with speaker/monitor — from High Street stores.

A gloriously tacky Rock 'n' Roll flower. Watch it hop merrily away for hours at a time with the help of a micro chip. Used in a Darling Birds promotion and available from Tokya Beat at £24.95 (01-379 43381).



SUBSCRIBE!



OR YOU'LL BE SORRY...

Missing out on Commodore User is pure torture. Don't go through the agony of waiting for your favourite magazine to arrive each month, because we'll deliver it straight to your door. For just £17 a year we'll save you a lot of suffering. Know what we mean?

Please start my subscription from the issue.

Tick appropriate box

- ☐ One year UK & Eire £17.99
- ☐ One year Europe £29 (Surface Mail); £38 (Air Mail).
- ☐ One year rest of World £29 (Surface Mail); £50 (Air Mail).

Return to COMMODORE USER SUBS OFFER, Subscriptions Department,
PO Box 500, Leicester LE99 0AA.

Or ring our special 24-hr Orderline Service and quote your credit card number.
Tel: 0858 410888.
ENQUIRIES: 0733 555161.

I enclose my cheque/postal order
payable to COMMODORE USER
for £

Please debit my Access/Visa Account.

Amount £..... Expiry Date

Card Number

Name

Address

Signed

WHO YA GONNA CALL?



CALL 0734 753267

 **ACTIVISION**

The Computer Game

© 1989 Columbia Pictures Industries Inc.
All Rights Reserved.

FORGOTTEN WORLDS



**TWO COOL DUDES, ONE HOT SITUATION
EIGHT MEGALITHIC ADVERSARIES**

... It Adds Up To A Whole Lotta Trouble.

ULTIMATE GOLD

CBM 64/128 • AMSTRAD SPECTRUM 48/128K
£9.99 C £14.99 D £8.99 C £12.99 D
ATARI ST • CBM AMIGA • IBM PC & COMPATIBLES
£19.99 D

U.S. GOLD LTD. UNITS 2/3, HOLFORD WAY, HOLFORD
BIRMINGHAM B4 7PX, TEL. 051 425 3300

CAPCOM™

